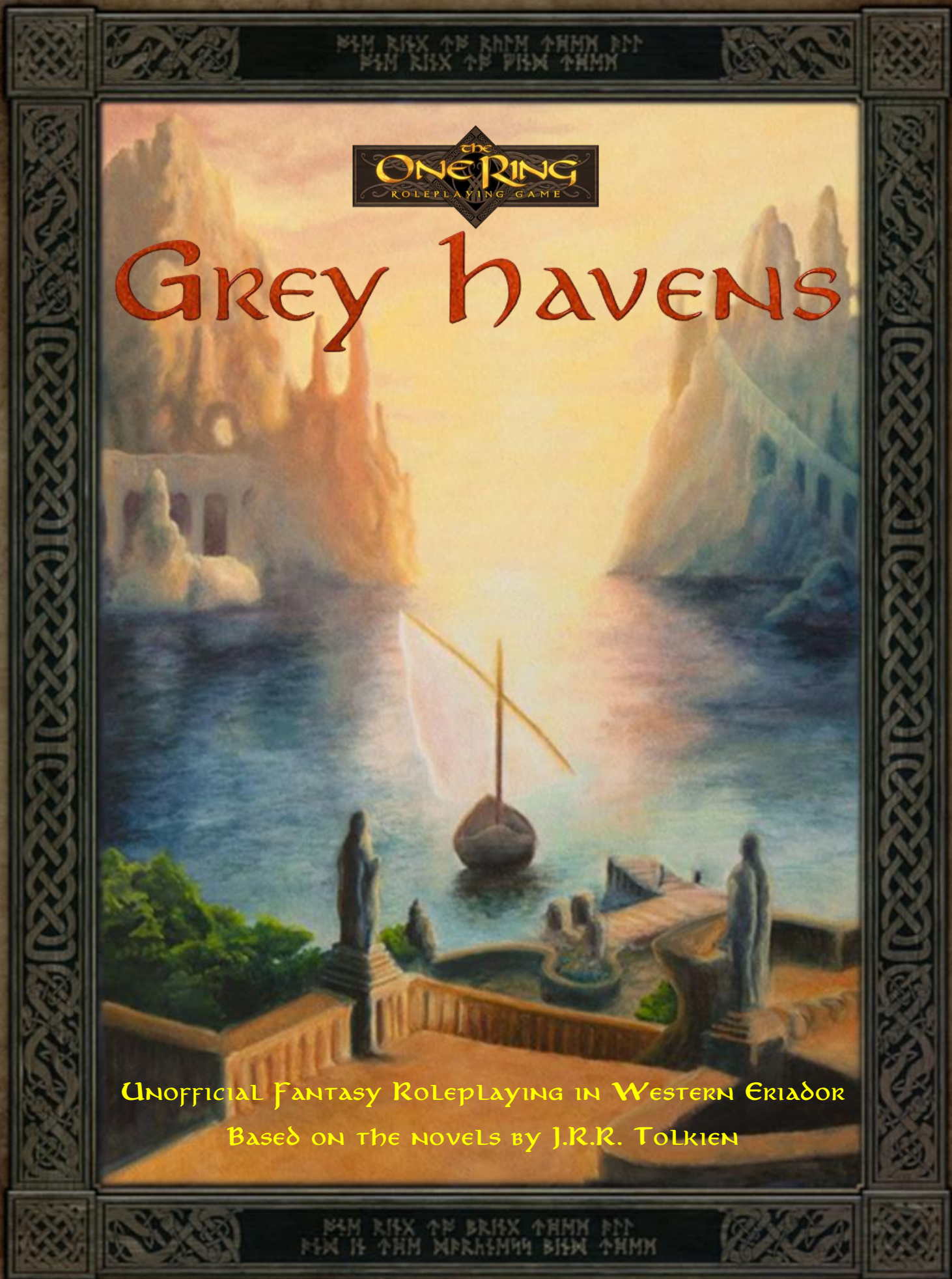
the One Ring
Roleplaying Game
Grey Havens
Unofficial Fantasy Roleplaying in Western Eriador
Based on the novels by J.R.R. Tolkien

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- Introduction -

Though they rode through the midst of the Shire all the evening and all the night, none saw them pass, save the wild creatures; or here and there some wanderer in the dark who saw a swift shimmer under the trees, or a light and shadow flowing through the grass as the Moon went westward. And when they had passed from the Shire, going about the south skirts of the White Downs, they came to the Far Downs, and to the Towers, and looked on the distant Sea; and so they rode down at last to Mithlond, to the Grey Havens in the long firth of Lune.

How to use this guide

This guide is intended to supplement the existing (and outstanding) range of official resources already in existence for the *One Ring Roleplaying Game*, focusing on one of the 'missing' areas that was never covered in great detail: Western Eriador. The year is presumed to be around 2460, although essentially every element is more or less 'timeless' (at least within the context of the period covered by other *One Ring* products), and so the Loremaster may move the year around as they see fit.

Loremasters should feel free to use or discard any and all elements of this resource (although the same could be said for the official guides it is doubly the case with regards to this supplement). While a dedicated attempt has been made to comply with Tolkien's texts, new elements have been introduced or leaps in reasoning made in order to present an interesting game environment (for instance, a female orc chieftain is included, something that neither the official range nor Tolkien himself ever included).

In addition, some small references have been made to other lesser-known adaptations of Tolkien's work.

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New Companies

Western Eriador offers interesting opportunities for a newly-formed company of adventurers. The Shire is part of the Northwest (although the home of the Hobbits is not covered in this guide, as it will be detailed in the next edition of the One Ring ruleset), and many a Hobbit has stepped out of his door and got swept up in something bigger along the way.

The presence of the Grey Havens attracts Elves from across the entirety of Middle-Earth, and it easy to imagine a Westward-bound Elf deciding to put off their departure into the Undying Lands in order to achieve something significant, and perhaps leave a lasting legacy of their deeds.

Dwarves of all kinds, too, might find themselves travelling to the holds of the Blue Mountains for a myriad of reasons, perhaps as envoys from the King Under the Mountain or another Lord of Durin's Folk.

The presence of Men from Wilderland or the South in Western Eriador is rather harder to justify (with the notable exception of Bardings and Men of the Lake, who are close friends with the Dwarves and sometimes travel with them). Companions who are Men are far more likely to hail from Bree, Dunland, Miniriath, or Enedwaith (options for creating player-heroes from the latter two areas are presented later in this volume). The Rangers too travel in these lands, although in fewer numbers than is the case in the East.

It is best to offer Elves and Dwarves who have travelled a long distance to reach Western Eriador the *Receive Title* undertaking as soon as possible, for the Grey Havens and Blue Mountains respectively. This will help 'ground' the heroes in the setting, and will allow them to spend Fellowship Phases at home without traipsing back for hundreds of miles.

Companies from the East

Existing companies from elsewhere in Eriador (such as Bree-land or Rivendell) will make the transition to the West with simplicity and ease. While Western Eriador has a distinctly different 'feel' from the East (see the 'Aesthetics of Western Eriador' section, below), there is significant overlap in the present cultures. One notable point, however, is that some companies may find Western Eriador a slight 'step down' in danger and difficulty when compared to the East, as this guide is intended to present a 'difficulty level' suitable for newly formed or slightly experienced companies (in contrast, there is intended to be a slight 'step up' from Bree-Land, as many companies will begin there and only travel West later).
Companies hailing from Wilderland will naturally have to travel through Eastern Eriador to reach the West, and so all of the guidelines presented in the *Rivendell* supplement on how to handle such groups apply equally here.

Companies from the South

Companies hailing from Gondor or Rohan are unlikely to travel to the quiet Northwest, as they are often in the service of liege-lords who normally prefer to keep their retainers close to hand. However, southern adventurers (especially Rohirrim) might find themselves in Enedwaith, or even travel as far as Minhiriath. From there, events might conceivably conspire to draw such a group ever further northwards. The meddling of one of the Wise (the Grey Wizard, perhaps) would serve as a reliable justification for far-flung adventurers.
As with any Men hailing from afar, Men of Minas Tirith and Riders of Rohan should swiftly be offered the *Receive Title* undertaking so that they have an investment in the cultural landscape of the region. The former especially might catch the attention of the Rangers of the North.

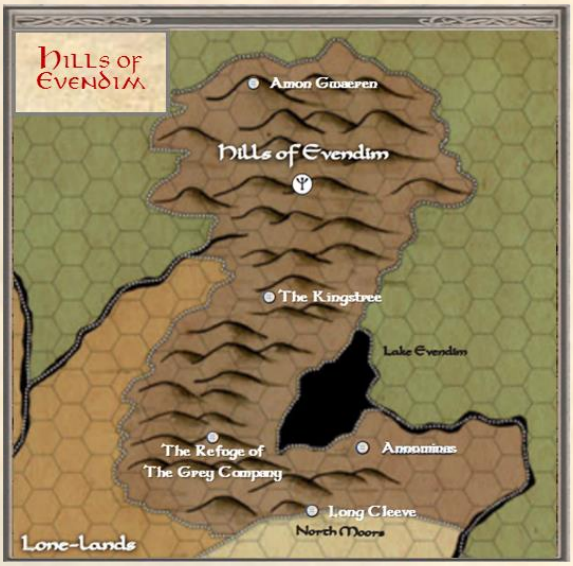
Aesthetics of Western Eriador

Geographically, Western Eriador is rather moderate. The mountains are not the tallest, the forests are not the largest and the realms are not the greatest. It is its population which sets it apart from most areas of Middle-Earth, as it is a land of Elves and Dwarves (and Hobbits!), with very few Men. Indeed, the single largest Elven territory (although not the most populous) still in existence graces the Western shores.
Uniquely, the spectre of the First Age looms large over the Blue Mountains and the lands around them: strictly speaking, Lindon and the Ered Luin are actually a remnant of the lost continent of Beleriand, where great and terrible ancient wars were fought against the first Dark Lord, Morgoth. Many of the features and locals of the far west thus relate to or focus on those ancient days. As for the areas inhabited by Men, the evidence of the destruction and deforestation wrought by the men of Westernesse; the imprint of fallen Arnor; or even the flooding of Tharbad is inescapable. The departure of the Elves and the presence of so many ruins and remnants provide a good indicator of the 'feel' of the region: that of a slow dwindling of 'magical' and heroic elements and the slow encroachment of the mundane.
No great battles will be fought here, and no grand plans of the Enemy foiled. Instead, Player-Heroes and their allies will be forced to decide what is worth protecting and preserving, and what they will allow (or encourage) to slip away. Their adversaries (for these lands are not entirely without evildoers) will be making much the same decisions for opposed reasons, and it is due to this that conflict will arise.

- Regions of Western - Eriador

Hills of Evendim

'In the North after the war and the slaughter of the Gladden Fields the Men of Westernesse were diminished, and their city of Annúminas beside Lake Evendim fell into ruin...'



Once, the Hills of Evendim was the heartland of Arnor and the royal demesne of the Kings themselves. Aside the shores of the great lake from which the region takes its name, the Dúnedain built Annuminas, the West-Tower, from which the royal house ruled until Arnor's tripartite split.
Lake Evendim is the source of the River Baranduin (known as the Brandywine in the Shire and Bree-Land, through which it passes as it wends its slow way southeast towards the sea).
The Hills themselves stretch out to the lake's south, west and especially north. Travelling through the Hills is a tiring business, made worse by their irregular undulations and the poor condition of what few paths remain.

Wildlife

The Hills are largely covered in low, thick grass, its uniformity broken by longer tufts that may once have been wheat, along with brambles and gorse in abundance.
Much of the region's' trees show evidence of long-hence planning and husbandry: in Annuminas here and there stone paving slabs lie in pieces, cracked by the roots of avenues of pear trees; outside of the city, apple trees may be found in ranks too regular to have arisen by chance; and certain venerable specimens are of kinds that grow nowhere else in the north (a Gondorian would be quick to recognize Cedars, clearly imported long ago from Lebennin).

Beyond these kinds, oaks, pine and firs crest many of the peaks, especially to the north. Many mice, chiefly harvest mice, nest in the tumbledown ruins, seeking seeds and strawberries and being chased by weasels and stoats. To the north, Pine Martens can sometimes be seen. Ravens, magpies and other corvids have also found the ruins to their liking, and in the city itself they are surprisingly bold, oftentimes following any two-legged travelers they might see out of interest and a desire for food.

Inhabitants

The Hills of Evendim are full of buildings but empty of residents. Ruins crown every knoll and tor, and the wind whistles through the tumbled stones of Annuminas, once the greatest city of the north. However, unlike Deadman's Dike to the East (see *Rivendell*), this twilit wold holds no horror for men, albeit drenched as it is in melancholy. In addition to obvious decay the apparent desertion of the region is due to more prosaic reasons: The Rangers treat Annuminas and the Hills as a site of hallowed reverence and watch over them in concentrations not found nowhere else except their hidden settlement in The Angle. For it is here in a refuge overlooking the ancient City of Kings that the Grey Company resides, when not serving as the Honour Guard of the Chieftain.

Notable People

Arbereth, Captain of the Grey Company

It is traditional for the leader of the Grey Company to be of the royal line, and Arbereth is no exception. Sister to the fallen Chieftain Arathorn, Arbereth has acted as something of a regent for the Dúnedain, and will continue to do so until the day arrives when her nephew Aragorn will finally come into his own. Companies meeting Arbereth are heavily unlikely to be told any of this, however, for the Rangers have long been a secretive folk. Arbereth travels widely in the spring and early summer, meeting many Rangers in other parts of Eriador to receive tidings and deliver orders. On her return she stops over in Bree to confer with the Inkeeper of the Prancing Pony, an association which surprises many of her fellows.
In Bree-Land, Arbereth goes by the unlikely name of Hillfort.

Attribute Level:	7
Distinctive Features:	Lordly, Secretive, Tall
Specialities:	Eriador-Lore, Shadow Lore
Relevant Skills:	Long Sword ◊◊◊◊, Great Bow ◊◊◊, Travel ◊◊◊, Battle ◊◊◊, Riddle ◊◊
Endurance:	23
Armour:	3d

The North-Tooks of Long Cleeve

The North-Tooks and the mayoral government of distant Michel Delving agree on one matter: that the Long Cleave lies one mile away from the border between the Shire and the Hills of Evendim. They are not, however, in accord about the side of the border on which the coomb lies.
Founded by the hero Brandobras Took in the wake of the Battle of Greenfields, Long Cleeve was envisioned as a serious attempt to fortify the Hobbits' northern border, should goblins (or anything else, for that matter) decide to come calling.
Even after Greenfields, a battle in the Northfarthing itself, the then-Mayor saw the establishment of the fortification as a potentially dangerous power grab by the Took warrior, and declared Brandobras' new settlement illegitimate. Decades later, the legal battle still rages. Tax-collectors, Shirrifs and census officials are unable to visit Long Cleeve (which suits the North-Tooks very well), and

neither is the Shire Postal Service (which doesn't).
For their part, the Rangers care little of this dispute, and are content to allow the North-Tooks to continue dwelling in the Hills... providing that they do not settle any further north.

Upon the creation of the fortification, Brandobras named himself as Bailiff of Long Cleeve, and now his descendant Flint North-Took holds the title. Flint is a surprisingly sombre Hobbit who takes his responsibilities seriously. Many a wanderer has found themselves called to the Bailiff's table to account for their movements. In the event of Flint and his perceptive wife Violet finding their explanations acceptable (which is almost always), they will be invited to stay in the Cleeve for some days.
The pair have a son named Chalk and three daughters: Emerald and the twins Agate and Amber (the North-Tooks and their neighbours having a curious tradition of naming their sons after varieties of rock and their daughters for precious stones).

Flint North-Took	
Attribute Level:	3
Distinctive Features:	Stern, Honourable, Determined
Specialities:	Smoking, Cooking
Relevant Skills:	Awareness ◊◊◊, War Club ◊◊
Endurance:	13
Armour:	2d
Violet North-Took	
Attribute Level:	2
Distinctive Features:	Merry, Quick of Hearing, Fierce
Specialities:	Gardener, Folk-Lore
Relevant Skills:	Insight ◊◊◊◊
Endurance:	10

Important Locations

Annuminas

The ancient city of Elendil has lain in ruin for over two millennia. Despite this, the damage is not as extensive as one might expect. The Men of Westernesse built to last, and no single great battle or cataclysm occurred here. The population of the city simply dwindled with time. The abandoned town was nominally part of the petty Kingdom of Arthedain until its eventual fall, but few Men ever walked its paths in those days.
Today, the ruins are guarded closely by the Rangers, who perceive the city both as a treasured relic of the past and a promise for the future: for it is said that were the days of kings to return then there would be need again for a royal seat.
Annuminas is a large ruin. The flagstones underfoot are largely whole, only cracked in some areas around overgrown street-trees or by the shifting of the earth. Towards the old river-docks parts of some streets are now underwater (the quays themselves are long gone, as they were made of wood). Most of the buildings are at least partly standing, all built of the same pale stone. Few have whole rooves, however, and fallen slates line many paths through the city.
The curtain wall surrounding the town is sundered in several places, but parts of that which remains is safe to walk on, providing a good vantage point for a lookout.
The Rangers sometimes hold councils in the old Palace of Kings, one of only a few buildings in which restoration efforts have been made.
Although the ruins have been surveyed thoroughly over the years, there may still be a lost vault or hidden library still to find here and there.

New Fellowship Phase Undertaking: Look Upon Annuminas (Rangers of the North Only)

A Ranger of the North companion spending the Fellowship Phase at home or in a nearby Sanctuary (Such as Bree) may choose to travel to the Hills of Evendim and spend a handful of quiet days wandering the ruins of their former capital, chaperoned closely by members of the Grey Company (regardless of their Standing). Many Dúnedain have found hope and inspiration from still-visible inscriptions written on tombs, or else in the faces of statues. Others are overcome with the sorrow of the place, and leave with little but a brooding expression. A Ranger who experiences this Undertaking may *Heal Corruption* by using their Search Skill, and reduce their Shadow Points by twice the normal amount when they do so. However, if their roll fails and produces an Eye, the Ranger becomes Miserable until they gain a point of Hope by any means.

The Refuge of the Grey Company

From the outside, the home of the Grey Company looks rather like the dozens of other fallen mansions which dot the Hills of Evendim... and the same is true of the interior. Few who choose the ruined manor as a camp site would expect that they are sleeping on top of a fortress of the Dúnedain, for it is *underneath* the hill that the elite of the Rangers maintain their holding.

The Refuge is accessed through the old cellars, through a hidden door in the walls that opens only when the correct words are spoken (the hands of a Dwarf are obvious in its construction). Over the threshold lie a warren of well-ventilated and brightly lit tunnels and caverns, with the main way leading towards a hall of sorts.

Other passages lead to dormitories, pantries, armouries and reliquaries, or else end in hidden postern gates and egresses which collectively allow a Ranger to pop up out of wells and from behind toppled statuary throughout almost the entirety of the Hills, with a great many exits terminating in Annuminas itself.

Ranger of the North companions with the *Star of the Dúnedain* Virtue know of the existence of the Refuge and the words required to open the secret door, but the Grey Company do not receive visitors idly and the company may find a frosty reception unless they are in need of safety.

The Kingstree

In a little dell at the base of a great hill, a curious tree may be found. At the right time of the year, the discoverer will be rewarded with the sight of its showers of yellow blossoms as they burst from catkins in the spring.

Many scholars, along with travellers from the far southlands, are well aware that the Kingdom of Gondor bears the sigil of the White Tree. Few other than the Rangers, however, know that King Tarcil once sought a tree of gold to match (or even surpass) the glory of the white.

Eventually, one of the King's retainers found a laburnum tree, and carefully transported it north. The Kingstree of today is that tree's descendant.

The Kingstree is watched by the Rangers closely, and maintained by a handful of skilled arborists who are charged with its care. Companies resting at the base of the Kingstree find their worries lessened upon the morn: characters who pass a Wisdom test after a night sleeping here recover 1 Hope point on a success, and 2 on a great or extraordinary success.
Should a Gandalf rune be rolled by a character with an appropriate Specialty, the arborists see potential in them and offer training. The next Fellowship Phase, that character may spend time learning with the arborists and gain the *Tree-Lore* trait, in exchange for one Experience Point.
Ranger of the North companions who possess the *Tree-Lore* trait may eventually decide to become an arborist themselves should they retire from adventuring.

Amon Gwaren

Known as The Hill of Wind in the Common Tongue, Amon Gwaren is aptly named. Amon Gwaren is the tallest hill in the region, and atop it stands a shattered tower. A chill gale blows nigh ceaselessly from the northeast, in which direction the cold Hills of Angmar may be espied by a particularly keen-eyed companion.
It is not hard to infer that the tower was deliberately destroyed, its sides sundered by some fell weapon.
The tower and the hill on which it stands are both Blighted Places, but the woes of an adventuring company will not end there should they find themselves here, for the ruins are haunted by the shades of men who fell in that long ago battle (See the *Monsters of Western Eriador* Chapter).

Long Cleeve

The Cleeve is a deep indentation splitting a rocky hill. Two rows of Hobbit Holes face each other, cut into the chalky valley sides, accompanied by a scattering of small outbuildings and a well. At the cleft's mouth a low wall of thick-cut yellow stone bricks lies, bearing a sturdy oaken gate at its centre. Towards the other end of the vale the ground pitches upwards swiftly as the cleft narrows, and the path terminates at the door of the North-Tooks' 'watch tower', which is in reality simply a large building with three stories (an otherwise unheard of development in Hobbit architecture), from the balconies of which a Hobbit may see (and shoot) a great distance. The Watch Tower doubles as the house of the Bailiff, and is crowed with his relatives and their creature comforts.
A handful of other families live in the Cleeve, and the settlement has a close friendship with the village of Greenfields, where the historic battle took place.

Tower Hills

He was on a dark heath, and there was a strange salt smell in the air. Looking up he saw before him a tall white tower, standing alone on a high ridge. A great desire came over him to climb the tower and see the Sea. He started to struggle up the ridge towards the tower: but suddenly a light came in the sky, and there was a noise of thunder.

A plain stretches between the Shire and the Havens, cradled and bordered by two stretches of highland. The three pale spires atop the western range are the region's most notable feature, and it is for them that the land is named.
The Great West Road splits the area into two parts: to the north of it lie twenty miles of grass, while the hills run for twice that distance to the south. Both the Tower Hills themselves and the eastern Far Downs slope gently and are easy enough to climb.
These hills have always been a borderland, and a meeting place of folks. It was here that Númenórean seafarers first made tentative contact with their distant kin and future allies (and subjects), the 'Middle-Men'. Far later, when Elendil the Tall and his folk began to settle the lands which would become Arnor, Gil-Galad the High King of Lindon built the White Towers as a gift for his mortal friend. Today the Hills are still a boundary between peoples, although Elves and Hobbits are typically disinterested in each other and rarely meet.

Wildlife

The Tower Hills are a land of gentle moderation, containing a profusion of plants and beasts, but none that are particularly large, striking or imposing.
Squirrels, badgers, rabbits, owls, mice and foxes (to name but a few) are present in great numbers upon the Far Downs, for all are common in the Shire. The Downs also feature scattered woods, small copses and little thickets, chiefly of ash and chestnut, only to give way to stretches of meadow carpeted with delicate orchids and rampions as one treads the road west, while daisies abound upon the hillsides themselves, over which butterflies of many shades flitter. The grasses here are coarse, but also long and fabulously green due to the abundance of rain caught by the hills.
In places, one may hear the cries of seabirds from afar if they possess keen ears, but the gulls and others rarely travel so far inland.

Inhabitants

There are but few permanent residents of these quiet hills. Elves travelling to the Havens often gaze into the seeing stone atop Elostirion before continuing their journey, although they do not tarry for long. The small band of sentinels from Mithlond who watch over the towers thus see many visiting faces, but rarely the same one twice.
In addition, the Far Downs at the eastern edge of the Hills border the land of the Halflings, and rather more of their number live in this region than even they themselves would expect. No inns or villages may be found here, but camps of small-game hunters, charcoal burners and foresters are not excessively hard to find. The Hobbits who choose this life are typically bolder and hardier than their town-dwelling cousins, but even they rarely spend the whole year west of the Shire and normally return to their families for winter and festival days at least. In time these camps will grow into true settlements, but that day is still far off.

Notable People

Malanor the Lingerer

Most Elves who drift towards the Havens from across Middle-Earth are intending to leave for the Grey Havens, and Malanor was once no different. The Wood-Elf hails all the way from Mirkwood, and was struck with melancholy by the encroachment of shadow and decay over that once green forest, the reason for his departure. A long journey followed, seeing him crossing the mountains with a company of fellows, stopping in Rivendell before setting out once more.

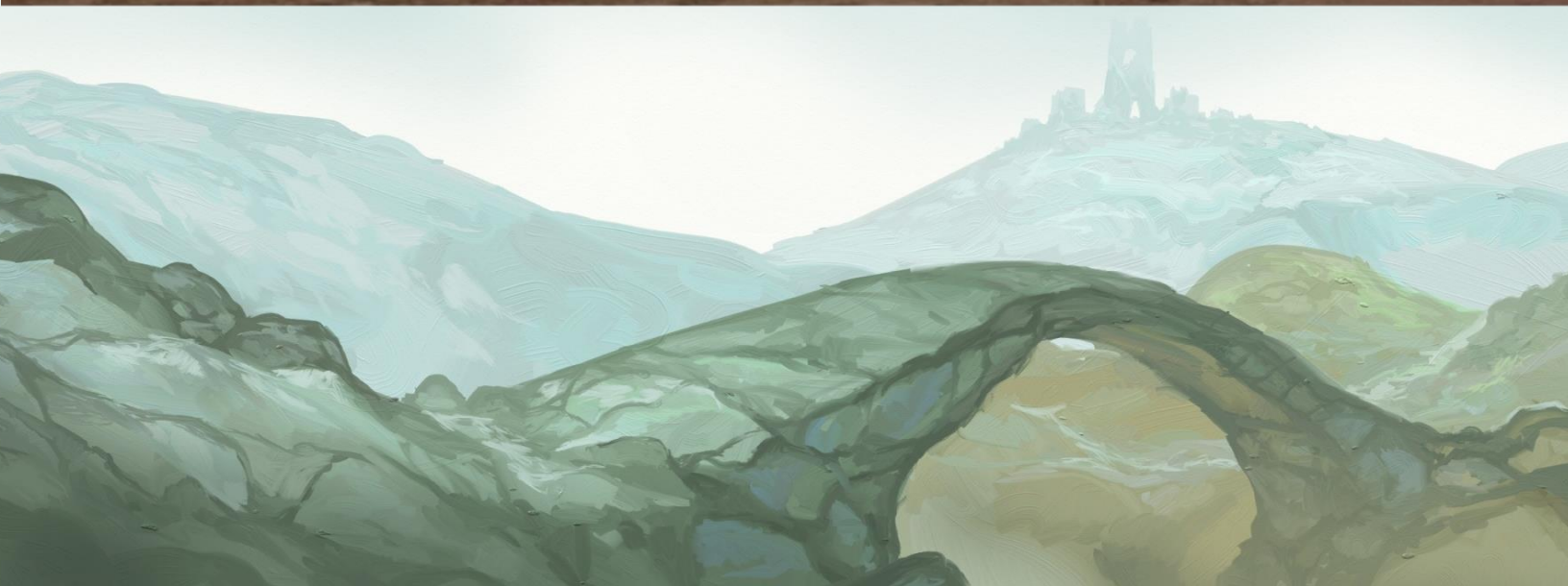
At each stage of the journey Malanor would halt, often for many years (spending decades in Imladris alone), and he even turned back several times before resuming his journey west. None of his prior stops have been as long as his current, for he knows he is nigh unto the sea and fears to look upon it, lest the waves enthral him. Malanor is still deeply unsure about departing Middle-Earth, but still wants the decision to be his own.

The Wood-Elf is a sorrowful figure who is easily moved to pity, who has helped many a wayfarer in his time, expecting little in return save their thoughts on his quandary.

Attribute Level:	5
Distinctive Features:	Wary, Kind, Listless
Specialities:	Herb-Lore, Elven-lore
Relevant Skills:	Travel ◊◊◊, Healing ◊◊◊, Stealth ◊◊, Lore ◊◊
Endurance:	12

Galdor

...with him was Galdor, an Elf from the Grey Havens who had come on an errand from Círdan the Shipwright.



Galdor is the Herald of Círdan, who serves as a messenger in times of peace. The noble Elf is both well-travelled and well-informed, as he makes his way between the sanctuaries of Mithlond and Imladris with some frequency, stopping to share news with certain Rangers along the way. While Galdor is an important figure in the Havens, a company is far more likely to encounter him abroad. Should they render him assistance upon the road, they may find Círdan especially welcoming if their path will take them to Mithlond as the two Elves have been close friends for long years. Many other beings also value Galdor's counsel and opinion.

If a company befriends Galdor during an Adventuring Phase, they may each select the *Write A Letter* Undertaking (See *Bree*) in the following Fellowship Phase and entrust the missive into Galdor's care, in which case the letter arrives on time with no unpleasant complications (remove the need for a Letter Delivery Roll and treat the result as a Gandalf Rune). Galdor will generally only deliver letters to characters in Mithlond or Imladris, but might be Persuaded (TN16) to go slightly off his path, perhaps delivering a message to a notable Ranger like Arbereth, or even Tom Bombadil or Gandalf.

Attribute Level:	7
Distinctive Features:	Forthright, Energetic, Wise
Specialities:	Eriador-Lore,
Relevant Skills:	Courtesy ◊◊◊◊, Spear ◊◊◊, Lore ◊◊◊, Travel ◊◊◊
Endurance:	21

Important Locations

White Towers

The only Stone left in the North was the one in the Tower on Emyn Beraid that looks towards the Gulf of Lune. That was guarded by the Elves... it was unlike the others and not in accord with them; it looked only to the Sea.

Atop each of the three highest hills of the region (which happen to be the furthest north of the western stretch) an ivory-hued pinnacle rears. The Elven craftsmanship of the Towers is obvious to all with even a passing knowledge of stonework. Each is elegant but relatively plain, and shaped something like a lighthouse or watch-tower. The central building of the three is slightly taller and grander than the others: this is Elostirion, and within it a wonder of the age may be found. From the outside, there is no obvious entrance to any of the Towers, only smooth and unadorned white rock. The secret of their opening is known to the Elves, and Elves in respectable numbers guard the towers ceaselessly. In addition, Wandering Companies (see *Journeys and Maps*) of that folk often come to behold the Towers, from as far afield as Rivendell and beyond.

To most companies, the White Towers might serve as little more than an interesting landmark. Others, however, may learn their secrets.

New Fellowship Phase Undertaking: Gaze into the Palantir of Elostirion (High Elves Only)

A High Elf companion spending the Fellowship Phase at any place where other Elves can be found may join a Wandering Company and make a pilgrimage to the Emyn Beraid in order to climb the highest of the Towers and examine the treasure which it contains. All Elves who look upon the sea in this manner find it a haunting experience that fills their thoughts from then onwards, for the call of the Undying Lands rings out like a clarion to them at that moment. This Undertaking thus combines the effects of *Heal Corruption* and *There and Back Again*, allowing for an Elven hero to recover a prodigious amount of Hope and a similar reduce in Shadow in return for a Marked Skill and a Permanent Shadow Point.

This Undertaking may only be carried out once by any single High Elf hero.

Skafidur's Hall

The southernmost of the Hills plays host to a hidden refuge of Durin's Folk, founded by a group of explorers from the Blue Mountains lead by one Skafidur.

Under the Hill the Dwarves have found coal in respectable amounts, and now their home doubles as a mine of modest proportions. Skafidur's sons have recently discovered a network of natural caverns connected to one of their mineshafts, which Skafidur swiftly decided to seal off. While the old Dwarf is keenly interested in discovering what may lie within, he remembers the tale of Moria and is wary of risking his kin in such an endeavour.

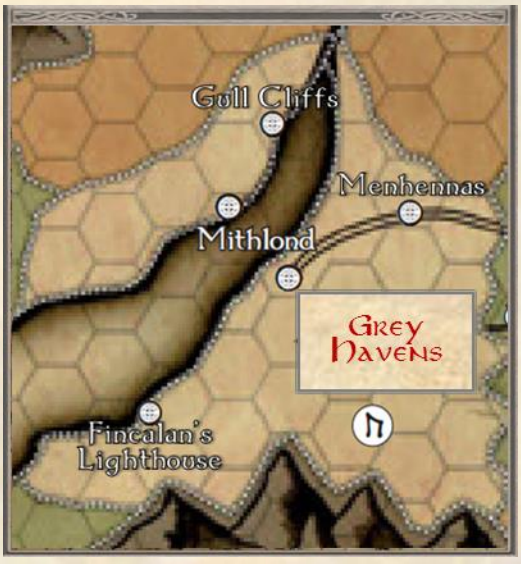
Lady Sundown

Within the Far Downs and just to the north of the Road, an old statue stands. Its form is of a woman of grace and elegance, arms outstretched in greeting.
The Hobbits who work in the Downs know the statue as Lady Sundown. Some believe it good luck to leave pretty stones or even food (a kingly gift for a Hobbit to offer) at the statue's feet. This old superstition has waxed in popularity as of late, as certain Hobbits have found their offerings gone when next they visit, with wonders such as fancy silver coins or sweet-smelling cordials in their place.
Are departing elves giving gifts in return, or is there some secret to the statue of Lady Sundown that few would expect?

Grey Havens

In Eriador Imladris was the chief dwelling of the High Elves; but at the Grey Havens of Lindon there abode also a remnant of the people of Gil-galad the Elvenking. At times they would wander into the lands of Eriador, but for the most part they dwelt near the shores of the sea, building and tending the elven-ships wherein those of the Firstborn who grew weary of the world set sail into the uttermost West. Círdan the Shipwright was lord of the Havens and mighty among the Wise.

The Grey Havens are an ancient land, bisected by the great gulf of the river Lune. The south bank consists of low hills which gently sweep downwards towards the shores, while the smaller north bank is rockier and higher. Both areas are remarkably easy to travel across, however, and the very grass and stones exude a wholesome and peaceful feeling.
This is Elven country: the heartland of Lindon and the terminus of the Great East-West Road, and it is at once cultivated and primal.
There is little in the way of danger in this region, although no great army or Ring of Power maintains its safety. It is a land of peace, albeit in slow, graceful decline.



Wildlife

Seabirds, chiefly gulls, are the most obvious denizens of the Gulf, their numbers second only to the vast shoals of silver fish which dart through the sheltered waters, fleeing the attentions of the region's many otters. Sand-lizards, shrews and crabs are common on the south beaches, and the oak copses which follow are favoured by deer, with oak and deer both beloved by the Elves. Cornflowers and columbines grace the low hills, over which butterflies and bumblebees flit in the summer. The northern cliffs are more rugged (yet only in comparison to the south), and are where the gulls nest. Heather and bramble crests the cliffs, the great blackberries and raspberries produced by the latter feeding the smaller inhabitant birds such as sparrows. Many other avians from pipits to curlews are easily found here.

Inhabitants

The Havens are an Elvish land: Dwarves have never come here in any great numbers, and Men are rarer still. Elves live together in the Grey Havens in a greater concentration than can be found anywhere else in the world, with Mithlond itself being the only true city of that folk which still stands today. Many (although by no means all) of these inhabitants are transitory visitors, having come from afar to cross the sea into the Ancient West. Of the more permanent residents, some few abide in outlying cottages or farmsteads, although most of these small and isolated dwelling-places now stand empty. Mithlond cannot sustain itself through farming alone (although the most inland areas of the south are home to many orchards and wheat-fields), and for this reason a great many Elves are semi-nomadic, spending much of the year aboard fishing-vessels of myriad sizes (the bulk of this industry is carried out elsewhere, in Forlond).
Elves of the Havens are perhaps less learned than their distant cousins in Imladris, and yet are often more wise. They generally prefer the natural beauty of the sea and stars to that of gemstones and metal, although many covet pearl and cunning woodwork.

High Elves of Mithlond

Creating a Player-Hero from the Grey Havens is a simple process, as they are similar in most respects to their kin in Rivendell.
Indeed, all of the rules for creating Rivendell Elves should be used, with the following differences:

High Elves of Mithlond select two specialties from the following list (rather than those available to High Elves of Rivendell):
Elven Lore, Eriador Lore, Fishing, Boating, Woodwright, Minstrelsy.

In addition, the *Artificer of Eregion* Virtue is replaced by the new *Shipwright of Mithlond* Virtue, presented below.

New Virtue: Shipwright of Mithlond

Ship, my ship! I seek the West,
and fields and mountains ever blest.
Farewell to Middle-earth at last.
I see the Star above my mast!

Long have you studied with the masters of the art of shipbuilding, and your endeavors have begun to bear fruit.
When you select this Virtue you construct a Flat Barge (see *Journeys and Maps*). The first time you encounter a sufficiently sized body of water each Adventuring Phase, you may spend a point of Hope to have your Barge be present at that location (either you or another Elf from the Havens had the foresight to bring it). This will mystify mortal companions (and counts as a Magical Virtue for the purposes of Eye Awareness – see *Rivendell*) but seem completely normal to fellow Elves.
During a Fellowship Phase, you may spend an Experience point (and consume an Undertaking) to further your skills, after which your Flat Barge will be replaced with a Swan-Ship.

Notable People

Círdan the Shipwright

Círdan the Shipwright came forth to greet them. Very tall he was, and his beard was long, and he was grey and old, save that his eyes were keen as stars.

Ancient and wise, Círdan has dwelt on the coasts of Middle-Earth for dozens of centuries and is counted as among the greatest Elf-Lords alive today. Such is his eminence that the Lord of the Havens was given one of the Three Elven Rings, although he has since given it to another and is now content to rule over a dwindling and changing realm. Generally speaking, Círdan is quieter and more contemplative than the rest of the White Council (of which he is a member), generally favouring moderate and peaceful solutions to most problems. Still, Círdan recognises that the actions of heroes is often sadly necessary.

Attribute Level:	9
Distinctive Features:	Serene, Clear-Sighted, Tall
Specialities:	Elven-Lore, Boating, Woodwright
Relevant Skills:	Craft ◊◊◊◊◊◊, Insight ◊◊◊◊◊, Lore ◊◊◊◊
Endurance:	23

Narieth, Captain of the Watch

The closest thing Mithlond has to a standing force is a small band of ceremonial guardians led by Narieth, an ancient warrior who fought in the battles that ended both the First Age and the Second. Through intermediaries Narieth keeps an eye on the Blue Mountains in case the Orcs there rise up and cause trouble once more. Alone of her kin, she is convinced that the mighty Great Orc Utgash (whom she has clashed with more than once over the ages) still lives.

Attribute Level:	8
Distinctive Features:	Valiant, Trusty, Disdainful
Specialities:	Folk-Lore, Shadow-Lore
Relevant Skills:	Awareness ◊◊◊◊, Awe ◊◊◊, Arming Spear ◊◊◊
Endurance:	22
Armour	4d

Important Locations

Mithlond

The greatest city of the northwest, Mithlond stands astride the Gulf of Lune in two districts, connected by a wonder of the world, a slender and graceful bridge far longer than any Man or Dwarf has ever built. River-ferries also frequently cross the waters between the two halves of the city. Traditionally, the larger southern quarter is a residential area favoured by craftsmen, while the north is where the high buildings of the city may be found, with Círdan's hall being atop a stairway leading atop the great white cliffs. Trees and fountains are abundant throughout the city.

Docks abound on both shores of the sea, but fewer shipyards than one might expect (the bulk of Lindon shipbuilding takes place in Harlond, to the south). It is a beautiful, serene city, and it may take a visitor some time to realise that a great many of the houses lie empty, belying the fact that the Elves are in decline.

Menhennas

Menhennas is a wayhouse on the road to Mithlond, where traveling Elves may rest in comfort. Lying just to the south of the road, the walled villa boasts stables for horses, a well, and an expansive three-story house containing simple (yet comfortable) rooms. Although Elves from Mithlond make sure that the place is well stocked with firewood, food and other supplies, visitors are expected to cook and clean for themselves, and there are no servants or hosts. The house has not been fully occupied in centuries, and it is rare to find more than one room in use at any time.
Companies who have yet to gain the complete trust of the Elves of Mithlond might find themselves being housed here.

Gull Cliffs

The northern shore of the Gulf of Lune is higher and rockier than the southern, especially so further from the sea. At the bank's highest point it takes the form of a rugged cliffside, shot through with irregular ridges, many of which are narrow and all of which would be treacherous for a mortal to walk upon. Not the least challenge would be the lack of empty space for footing, as every ledge is covered in nesting (and cacophonous) gulls. At times, if the birds are undisturbed, their voices mix with the sounds of river and sea to produce a 'music' of supreme beauty. Listeners who pass an Awareness Test recover a Point of Hope, Two on a Great Success and Three on an Extraordinary Success the first time they visit here. Many Elves travel to the cliffs for this reason, but some come only for the shed feathers the birds leave behind, from which the fletchers of Mithlond line their arrows.

Fincalan's Lighthouse

A soaring tower stands to the south of the Grey Havens, from which a great radiance issues at night. This is the abode and responsibility of the Elf Fincalan, who watches over and maintains the lighthouse ceaselessly. His obligation has lead the reclusive Elf to adopt a nocturnal existence, as the great lamp atop the tower requires constant monitoring while it is lit. In addition to caring for the lighthouse, Fincalan is also a painter of great skill, his most common subject being a view of the city of Mithlond at night, its lights and the stars above reflecting in the seas below. Recently, however, Fincalan has begun to paint many portraits of a woman floating in water with her eyes closed, as if asleep... or dead. Is a drowned spirit calling out to the Elven hermit, or has he simply fallen for a maiden he espied during one of his infrequent visits to the city?

Islands of the Great Sea

Not every ship which sets sail from Mithlond is bound for the far West, for three island remnants of lost Beleriand lie off the coast of Lindon.

Tol Himling

A sip travelling to Tol Himling would hug the coast of Forlindon until reaching the far north of the region (the harbor of Himvinden – see the section on Forlindon), before striking out due west for approximately thirty miles. Tol Himling is all that remains of Himring: the chief fortress of the March of Maedhros, the realm of Fëanor's eldest son.
Today, only the peak of the hill and the ruined keep atop it lie above the waters of the great sea.
The fortress of Meadhros has never been explored in full, and it is possible that ancient treasures and bitter weapons might be found here. However, the lands about the peak in time fell under the sway of Morgoth and the entire island is a blighted place.

Tol Fuin

Tol Fuin is a dark and forested isle, the largest of the three by far (being some forty miles north to south and sixty east to west). The

simplest route to its shores would involve circling Tol Himling and continuing west for a further twenty miles. Once, long ago, Tol Fuin was the highland region of Dorthonion, a land of gentle pine-forests, cool lakes and swift streams. During his tenure as Morgoth's Lieutenant the Dark Lord Sauron claimed Dorthonion and transformed it beyond recognition into the twisted horror of Taur-nu-Fuin. In the unlikely event that a native of Mirkwood were to find themself on this island, they would be struck by the similarity to the south of that great forest. For Tol Fuin is very like Mirkwood indeed, although a version of Mirkwood long abandoned by its master and grown all the more feral for that. The malignancy which lies over Tol Fuin is perhaps darker and more intense, but directionless and wild. Still, Sauron dwelt here long, and it is possible that those with the strength to do so might find secrets here to aid in his demise.

Tol Morwen

Lying approximately fifty miles from the southwest corner of Tol Fuin, this rugged islet is little more than a rock jutting from beneath the waves, atop which lies a standing stone. Writing once covered its face, but time and the wind have long since smoothed it bare. The ancient memorial was erected in commemoration for a family struck by a terrible curse, and certain of the wise have found that the hallowed site eases the breaking of other fell spells surrounding ancient objects.

East Lune

"... there was all one wood once upon a time from here to the Mountains of Lune, and this was just the East End. Those were the broad days! Time was when I could walk and sing all day and hear no more than the echo of my own voice in the hollow hills."

A hilly, marshy and heavily wooded expanse, East Lune is bounded by the Blue Mountains to the west, and the great River Lune to the north and east. The land consists of two halves, neatly bisected by the Little Lune (a tributary of the larger river). The northern section is generally marshier and greener (albeit bitterly cold in winter), while the south is rockier and more rugged. Most of East Lune has never seen much in the way of civilisation, and remains a wild and untamed land.

Wildlife

East Lune is a haven for waterbirds of all kinds, especially herons, who keep a keen watch on groups of travellers who enter their territories. Owls and kestrels hunt for mice in the woodland and on the cliffsides, and wolves range far and wide. Bears, too, are reasonably common in the woods (and prove to be solid and wise company, should a Beorning or Elf wise in the speech of beasts find themself treading the foothills of East Lune).
Oaks, lindens, pines, ash, beeches, birches and willows are but a few of the varieties of trees which can be found here, and the rough grass is speckled with bluebells and daisies in the spring, when the distinctive smell of wild garlic is inescapable.

Inhabitants

Almost all of the (few) inhabitants of this region are Dwarves, although even they do not spend the full year in the wilds and instead repair to their Halls in the mountains. Certain highly independent Men make their homes here too, but not in any great numbers. It is a rare Ranger who travels this far west, unless they are tracking an adversary to make sure they do not return to the lands they guard. In winter, the far north of the region plays host to some among the tribes of the Lossoth, a collective term for a disparate grouping of tribal communities who vary greatly in tradition and outlook yet share the tenacity and stubbornness required to live in the hostile chill and eternal snows of the north.

The Lossoth of Forodwaith
Lossoth Player-Heroes are created using the rules for the Woodmen of Wilderland as a basis, with the following exceptions:
Lossoth carry the following cultural blessing: *Winter Fighters*
When the Lossoth fight in winter or an exceptionally cold location (such as high in the mountains), they use their favored Wits score as their basic Parry rating.

For weapon skills, choose one of:
Great Bow ◊◊, Axe ◊, Dagger ◊
OR
Spears (◊◊), Throwing Axe ◊, Dagger ◊

It should be noted that the Throwing Axe weapon is new to the game: refer to the Adventures in Western Eriador section for details.
For specialties, choose two of:
Forodwaith-Lore, *Tracking*, *Fishing*, *Fire-Making*, *Story-Telling*.

Rewards may be selected from the following list:
Feathered Armour, *Bow of Sinew* (which has the same effect as a *Shepherd's Bow*), *Giant-Slaying Spear* (see *Beornings of the Anduin Vales*).

Virtues may be selected from the following list:
A Hunter's Resolve, *Hound of Forodwaith* (with the same effect as *Hound of Mirkwood*), *Natural Watchfulness*, *Fierce Shot* (see *Bardings of Dale*), *Old Songs and Children's Tales* (see *Riders of Rohan*, *Adventuer's Companion* or *Horse-Lords of Rohan*).

Notable People

Bruni

No large settlement of Men is present in East Lune, and so the Blue Mountain Dwarves are partly required to fend for themselves as far as their food and wood needs are concerned. Bruni is the leader of a band of cragsmen who strike out from the Halls in search of whatever resource is required. Due to the wide area across which he and his followers range, Bruni is reasonably likely to be the first Dwarf encountered by travellers in East Lune. Such companies will find him affable yet guarded, for the Dwarf-band are also responsible for deterring any threats which come from the east.

Attribute Level:	4
Distinctive Features:	Stocky, Rugged, Canny
Specialities:	Beast-Lore, Mountaineer
Relevant Skills:	Bow ◊◊◊, Hunting ◊◊◊, Travel ◊◊◊, Spear ◊◊
Endurance:	22
Armour	1d

Artie Thistlewool

Lads from Bree-Land on the cusp of adulthood often join a company of Dwarves on their way to the Blue Mountains, as it is a socially acceptable way to have a relatively safe adventure while earning good coin.
Artie Thistlewool's journey began no different, and at that time he intended to return home and use his newfound affluence to convince his sweetheart Etta Foxglow's family that he, a stablehand, was a suitable match for her, a miller's daughter.

However, the young Bree-Man found himself falling deeply in love with the lands outside the Halls of the Dwarves and decided not to return home. Several years later Artie is now a tested wayfarer who has made good friends among Durin's Folk.

Attribute Level:	3
Distinctive Features:	Seasoned, Adventurous, Hale
Specialities:	Horsemanship, Beast-Lore
Relevant Skills:	Travel ◊◊◊, Explore ◊◊, Athletics ◊◊, Club ◊◊
Endurance:	14

Important Locations

The Royal Hunting Lodge

Some say that before it was granted to the newly-come Halflings, the lands making up The Shire were once a vast Chase reserved for use by the royal household. Certain Rangers know more of this old tale, and add that the lands of East Lune were at one time used as a replacement, before the wars with Angmar left little time for hunting and leisure.
The Lodge is an old farmstead enclosed by a squat wall. A strong, two-storied building stands inside, with a grand stables off to one side. A sturdy door stands in the middle of the gate, matched by the identical entryway of the Lodge itself. While both wall and gates are well-built, the greatest defence of this place lies

in its location, for it is but one house in a great expanse where few travel.
The Lodge is inhabited by the family of the Royal Henchman, a ceremonial title given to a valued servant who was responsible for the care of the King's horses. While the King is long gone, the Henchman is ready to care for his horses again should he return, as was his father and his fathers' fathers for long centuries. The household are not strictly speaking Rangers, but deal with them often. The current Henchman, Edegil, is troubled of late, as he has no son, and the title cannot be held by a woman. It was hoped by Edegil and his wife Hettie Blackthorn (born in Bree-Land) that their elder daughter Eledhwen would settle here, with her Ranger husband to hold the position, but both instead moved east. Now, their hopes rest on their younger daughter Eluriel. Should Eluriel (or Edegil) not find a suitable match among the Rangers who visit them on occasion, Hettie is resolved to travel all the way to Bree-Land to find a steady lad for her. While the household would prefer someone wise in the ways of horses, in truth Eluriel knows more than enough to fill the duties of the Henchman position, even though she cannot claim the title herself.

The Court of the Heron Lady, Dowager Duchess of Waterfowl

Where the Lune is met by the Little Lune, an expanse of marshland stretches out for nearly twenty miles. Few know what lies at its difficult-to-reach core, outside of some among the Dwarves of the Blue Mountains and Elves of Lindon.
At the centre of a reedy pond surrounded by a circle of drooping willows, a little islet stands. Here, the Great Herons and their subjects nest. The Great Herons are ancient beings, sharing much in common with the Great Eagles of the Misty Mountains and the Great Kingfishers of the Anduin, and they are led by the Lady Silith. Silith's mate was once the Lord of the Herons, until he was slain by a Vampire in mortal combat. Soon after this time, all of the Great Birds were called to Wilderland to attend the coronation of the Lord of the Eagles as the King of All Birds. The new King elected to create offices for the worthies among his followers. Silith's tale of her mate's heroism moved the King, and he assigned the title of Duke of Waterfowl to her mate posthumously, a choice which offended the forceful Lord of Swans (who objected to the Herons being classified as 'Waterfowl').
Silith is a wise and proud bird, who hears tell of many happenings from her subjects. In recent years, Silith has caught wind of the incursion of Vampires into Western Eriador. Well aware of the price of engaging them directly, her and her Court would be well disposed to any mortal agents willing to act in her stead.

Vale of Tombs

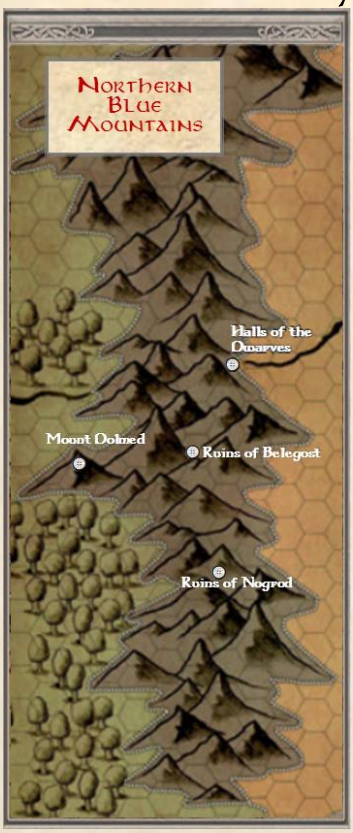
This ancient and fiercely guarded valley is the resting place of the Kings of Belegost, who lie in repose in tombs cut into the living rock of the mountainside. It is well known among Dwarves that each of these great lords was buried with their arms and amour, ancient artefacts of masterful craft. Debate in the Halls of the Dwarves periodically rages over whether or not the tombs should be opened and these relics recovered. The last time this question was raised was when Thorin Oakenshield and his company were setting out to reclaim Erebor. At that time the Lady Sigrún (see the Northern Blue Mountains section) refused, having weighed the risk of Orcs or worse ending Thorin's mission early and claiming the treasures of her forebears for themselves against the benefits of providing Dragon-resistant armour to the Company. The reclaiming of Erebor has quieted the debate for now, but it may rise again at a moment's notice.

Greyrock Tor

A ragged and bare hill, Greyrock Tor stands like a sentinel above the surrounding lowland. From its stony peak a lookout may see for many leagues (and be seen for almost as many). Dwarvern legend holds that there is a hidden door somewhere on the hillside, and while many have come to test the tale thus far none have found any such thing, or at least say that they have not. Bruni was the most recent to make an attempt, and he changes the subject if asked about this matter.

North Blue Mountains

Thráin and Thorin with what remained of their following ... wandered in Eriador, until at last they made a home in exile in the east of the Ered Luin beyond the Lune.



The northern half of the Blue Mountains runs in an almost straight line from the south to the north, before veering off to the northeast.
To the south the mountains are not particularly high, and do not attract snow except in the deeps of winter. Further to the North, however, the peaks grow higher, snowier and more rugged. The far north of the range is dotted with abandoned Dwarf mines, some of which offer respite to travellers. However, many of these are now claimed by foul creatures.

Wildlife

The Northern Blue Mountains are a verdant range, where rowan and fir trees crowd together as far up each mount as they can reach, and rugged grass stretches even further. Goats wend their way across the range, as do hares, wildcats, martens and squirrels. Birds such as merlins and hawks swoop down from high nests, while ptarmigans and capercaillies wander below.

Inhabitants

All three of the western Houses of the Dwarves have at one time or other been based in these mountains, stretching back to the days of Nogrod and Belegost. In addition to the familiar Durin's Folk (the Longbeards), travelers can meet the Folks of Nai and Nithi (Firebeards and Broadbeams, respectively). An outsider is unlikely to notice much of a difference between the three Houses, but any Dwarf can instantly tell the heritage of any they meet. Generally speaking, the Durin's Folk are tallest and their hair and beards the longest, while Nai's kin boast copper or russet hair and fervent voices. Nithi's clan tend to be bulkier and quieter, but have great skill with music. Apart from Dwarves, few live in this region apart from some Lossoth tribes who favour the foothills of the northernmost mountains as winter refuges.

Notable People

Sigrún

The current Lady of Nai's Folk, it was Sigrún's father who welcomed Thorin into the Halls. Both he and later Sigrún refused to lead a large armed expedition to reclaim Erebor, eventually forcing Thorin to settle for stealth. Relations between Sigrún and King Dáin, Thorin's successor, are far less frosty, although the two have not yet met.

Sigrún is a sagacious and worldly Dwarf who values wisdom and learning, believing that the lessons of the past are of key importance in guiding the future.
A gracious host, Sigrún is ever-happy to welcome travellers into her halls, especially if they seem capable of recovering the ancient treasures of her people from wherever they may be hidden.

Attribute Level:	8
Distinctive Features:	Fair, Poetic, Shrewd
Specialities:	Old-Lore, Appraising
Relevant Skills:	Courtesy ◊◊◊◊◊, Persuade ◊◊◊, Lore ◊◊◊, Riddle ◊◊◊
Endurance:	18

Svior

Honourable Svior is Sigrún's younger cousin and the chief commander of her warriors. A close friend of Thorin, Svior was sorely tempted to join the Quest for Erebor himself, although he ultimately (on Sigrún's advice) elected to remain in the West. In recompense the Firebeards sent three volunteers along with Thorin (the brothers Bofur and Bombur, and their cousin Bifur). Svior is very well disposed to the Sons of Durin, and keen to share tales with any he meets.

Attribute Level:	6
Distinctive Features:	Headstrong, Stout, Upright
Specialities:	Stone-Craft, Smith-Craft
Relevant Skills:	Battle ◊◊◊, Throwing-Axe ◊◊◊, Travel ◊◊◊, Craft ◊◊◊
Endurance:	24

Utgash the Scarred

Orcs are not nearly as numerous in the Blue Mountains as is the case in Middle-Earth's other ranges, but those present are as vicious and cruel as any of their more easterly kin. An ancient Great Orc known as Utgash commands

the Goblins of the northern stretch of the Blue Mountains from the honeycombed interior of Mount Dolmed.
Utgash's brutal intelligence belies his madness, for the ages-old Orc's mind was broken by the horror of the cataclysm which drowned Beleriand. Unable to accept the defeat of his lord Morgoth, Utgash believes that ancient war is still ongoing even today.
Utgash mused and planned for centuries before assaulting the Elf-Lord Gil-Galad's lands in Forlindon. His attack failed miserably, and the Orc now bears a host of scars from that day, having taken enough wounds for the Elves to be sure of his demise.
Since his failure, Utgash the Scarred has spent over an Age brooding, his hatred of the Elves competing with his crippling fear of the sea. If he is to threaten Lindon once more, it will likely be through agents and proxies.

Stats for Utgash may be found in the Monsters of Western Eriador section.

Important Locations

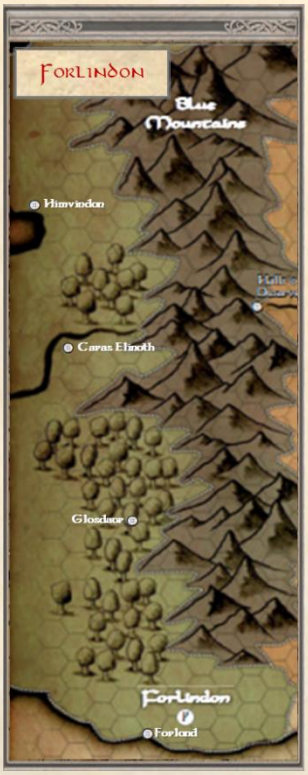
Halls of the Dwarves
Called Baraz-dûm by the Dwarves who live here, the Halls were but a single Hall, modest in size, until the coming of the Longbeards from Erebor, who worked with the resident Firebeards to expand the settlement (even now some of Durin's Folk say that they *founded* the Halls, a turn of phrase that the Firebeards do not particularly like).
Today, Baraz-dûm is still humble compared to Erebor or even the mines in the Iron Hills, but it remains well-built and well-tended. Music and light fill its vaulted rooms ceaselessly, as does the quintessentially Dwarven rhythm of hammer-falls. At dawn the sun shines into myriad small windows cut into the mountainside, painting the halls a deep red. Baraz-dûm is overall a peaceful and restful place.

Ruins of Belegost and Nogrod
All Dwarves know the tales of the great cities of the Blue Mountains, Gabilgathol and Tumunzahar, ancestral homes of the Firebeard and Broadbeam clans. Shattered and drowned at the close of the First Age, these fortresses are far beyond reclaiming, but still contain wonders, secrets and treasures. Gabilgathol (Belegost) was the fairer of the two cities in its day, and consisted of many broad and tall chambers, most of which have now collapsed. The original gates of the city are inaccessible, but many great rents in the mountainside open into short reaches of accessible ruins. The Dwarves who endeavour to uncover as much of Belegost as can be are largely mountaineers, although newer projects involve miners creating new tunnels into the rubble. Warriors accompany both groups, as foul things of all descriptions have been found nesting in shadowed corners.
Tumunzahar was once a mighty fortress, and even now much of the upper levels are relatively free of damage. However, the city flooded in the upheaval which doomed Beleriand and the lower levels are still largely underwater. The water level recedes slightly every year thanks to the work of engineers, and so the brave Dwarven divers can explore progressively lower. Dwarves have never been the ablest of swimmers, and so outsiders are sometimes recruited should a particularly wondrous treasure be spotted and need recovering.
To generate areas of both cities, the Loremaster is encouraged to adapt the rules for creating random ruins found in *Journeys and Maps*. Guidance for defining the treasure which may be found in these cities is present in the *Erebor* supplement.

Mount Dolmed
Another survivor of Beleriand, Mount Dolmed has always attracted rainclouds, a trait which has only intensified since finding itself by the coast. Dolmed was never settled by the Dwarves as its interior was at that time solid rock. This changed, however, in the War of Wrath, when the tumult of the land created vast chasms and chambers inside the mountain. Orcs and other fell things which fled the War were quick to take advantage of the newly created refuges, and even now Orcs of great age can be found here. In modern times Dolmed is a fortress, akin (although far smaller) to Gundabad in the east.

Forlindon

In Lindon north of the Lune dwelt Gil-galad, last heir of the kings of the Noldor in exile. He was acknowledged as High King of the Elves of the West.



The largest remnant of old Beleriand, Forlindon is a vast coastal region. Formerly the domain of the Elven-King Gil-galad, Forlindon was once reasonably well populated and well developed. However, the tuning of the years has left it a wilderness north of the river Rathlóriel. The east of Forlindon forms the foothills of the Blue Mountains, and is made up of sloping hills and precipitous gorges. The coast is rocky and rough.

Wildlife

Heather carpets much of the Forlindon, which is also home to voles and rabbit, while the wild north of region lizards and snakes slither between gorse bushes. Bears, goats and deer are all present in respectable numbers. Forlindon has no wolves.

Inhabitants

Elves of the Havens live along much of the coast in the south, and others of their wilder kin inhabit the northern forests. These northerners are Avarin Elves, a folk who hold the more familiar Noldor and Sindar in suspicion. Dwarves sometimes come this side of the mountains to trade with the Elves, albeit rarely.

Lossoth folk sometimes overwinter in northern Forlindon, although many hold this land of Elves in suspicion.

Elves of the Hwenti Tribe

Players wishing to create a**n Elf of the Hwenti Tribe** as a Player Hero may do so by using the rules for the Wayward Elves of Mirkwood(see the Adventurer's Companion), with the following exceptions:

For weapon skills, choose one of:
Spear ◊◊, Bow ◊, Wood-Axe ◊
OR
(Bows ◊◊), Axe ◊, Dagger ◊

Several of the above weapons are new to the game: see the *Adventuring in Western Eriador* chapter for further details.
For Common Skills, use the starting values of the Elves of Lórien (see Adventurer's Companion)

Elves of the Hwenti Tribe may select all the same Virtues and Rewards as the Wayward Elves of Mirkwood, although some of these should have their names and descriptions reworked to fit the Forlindon geographical area. In addition, such Elves may select the *Staunching Song* Virtue (see Woodmen of Wilderland).

Hwenti Elves have a *Frugal* Standard of Living.
All Avarin speak dialects of the same ancient language (closely related to Quenya), and can make themselves understood to other Elves with relative ease.

Notable People

Taira, Cieftain of the Hwenti
Taira is the leader of the Hwenti Tribe, and would be considered an Elf-Lord of great knowledge and wisdom were it not for the mutual suspicion borne between the Avari and other clans of Elves.
Taira and his kindred are wood-wise nomads who are never found in the same place twice, and yet display uncanny proficiency in

appearing in exactly the right place to meet those who they have dealings with.

Attribute Level:	7
Distinctive Features:	Secretive, Wary, Lordly
Specialities:	Leadership,, Elven-Lore
Relevant Skills:	Hunting ◊◊◊◊, Lore ◊◊◊, Battle ◊◊◊, Long Bow ◊◊◊
Endurance:	23

Curubeth

A clever wordsmith, Curubeth is the closest thing Forlod has to a leader. Of mixed heritage, Curubeth's father was one of the followers of Gil-Galad, and she has cousins in Rivendell. On occasion, Curubeth joins a Wandering Company who have come to see the Sea on their return journey to the East, meaning that a company might encounter her travelling in either direction on the Road or else in Rivendell itself.

Attribute Level:	4
Distinctive Features:	Professional, Sensitive, Patient
Specialities:	Old-Lore, Tunnelling
Relevant Skills:	Courtesy ◊◊◊◊, Inspire ◊◊◊, Persuade ◊◊◊, Travel ◊◊◊, Song ◊◊
Endurance:	16

Important Locations

Forlond

Consisting of only a few dozen little buildings as the mouth of the Rathlóriel, the smallest of the Havens is perhaps the least fair of the three, for it is a fishing port and even Elven-craft can only go so far. The Elves here are more dour and no-nonsense than elsewhere in Lindon, but are still good (and unobtrusive) hosts to strangers. Forlond does not have many amenities, and so its resident Elves travel to Mithlond frequently.

Himvindon

In a sheltered natural harbour far to the north of the Havens proper, a small outpost of the High Elves may be found. Little more than a walled house with a vaulted tower (and, of course, a small quay), Himvindon is not permanently inhabited, but is rather used as a stopping place for expeditions to the islands of the Great Sea.
The house sits on an isolated hill, over which a cool north breeze often blows.

Caras Elinoth

At a bend in the Rathlóriel, the city of Gil-Galad still stands. A beautiful place of white marble and soaring spires, Caras Elinoth is now uninhabited and overgrown, its fountains dry and its buildings empty. The Elves of Mithlond watch over the ruins, and respectfully leave its doors and vaults shut.

Glosdaur

This wide forest of spruce contains many ancient trees, most of which have voices, and bear a great deal of old and forgotten lore and a solid grasp of common sense. Elves of the Havens sometimes come to discuss thorny problems with particularly verbose trees, although the ones which know the most require curious payments for this service: such as a Song they have never before heard. During a Fellowship Phase spent in Lindon, companies who know the secret of Glosdaur may take the *Search for Answers* Undertaking using any Skill in the Custom group.

South Blue Mountains

Dwarves dwelt, and still dwell, in the east side of the Blue Mountains, especially in those parts south of the Gulf of Lune, where they have mines that are still in use.

The Southern Blue Mountains generally follow the same arc made by the northern stretch, although a vast spur forks off to the east, surrounded by wilderness which few tarry in for long. Although sharing much of the same geology and history with the rest of the range, the South Blue Mountains are more remote and lesser travelled.

Wildlife

The South Blue Mountains are a haven for birds such as kites, kestrels and ospreys. Deer (both red and fallow) are common further down the peaks, as are wild boar. Butterflies and bees rest on crocuses, poppies and primulas, and bears linger around mountain streams. Holly is very common on the western side of the mountains, while the east bears rowan and pine.

Inhabitants

Dwarves and Goblins are the only folks who live in the southern Blue Mountains, the former far more abundantly than the latter. Perhaps the largest population of Dwarves outside of Erebor can be found here, many of them working as miners and smiths. Not all of the Dwarves are present for the full year, as a good proportion are seasonal workers or apprentices from the North.

Men from Bree occasionally travel with Dwarves to the Mines, although not in the same numbers as go to the Halls.

Notable People

Farin

Farin is the overseer of the Mines, and thus is directly responsible for the welfare of many of his fellows. Born to the Line of Nithi, Farin is nominally the Lord of the Broadbeams (although in effect Lady Sigrún directs the fate of both peoples). Taking his responsibilities seriously, Farin can occasionally be found at the court of Sigrún, but prefers to remain watching over the mines. An early life on the road has left him stubborn, glum and rather mistrustful of strangers. However, a friendship with Farin is a friendship for life, and he holds many old secrets close to his chest.

Attribute Level:	5
Distinctive Features:	Industrious, Unbending, Solemn
Specialities:	Old-Lore, Tunnelling
Relevant Skills:	Athletics ◊◊◊◊, Craft ◊◊◊, Lore ◊◊◊, Short Sword ◊◊◊, Song ◊◊
Endurance:	23
Armour	3d

New Fellowship Phase Undertaking: Study under Farin (Dwarves with the *Broken Spells* Virtue Only)

The rare Dwarf who earns the trust of Farin might just be chosen as the recipient for some of the deep learning he occasionally passes on from that which he learnt from his fathers. By spending an Experience Point and an undertaking each time, a Dwarf with the *Broken Spells* Virtue may learn any one of the three following new spells.

Spells of Shattering and Sundering

By whispering hard words over an unattended object and spending a Point of Hope, the process of its natural decay may be hastened, making it easier to break, topple or destroy. This Spell is only powerful enough to make such tasks moderately easier, however (Reducing the TN by 2 instantly, and by 4 after one week has passed). A dubious incantation of poor reputation, use of this Spell might qualify as a Misdeed depending on the circumstances. A Dwarf must know the *Spells of Opening and Shutting* to learn this Spell.

Spells of Marking and Signalling

You may spend a Point of Hope to inscribe a mark into a rock, door, tree or similar large object while thinking of a short message (generally a single word or simple concept, such as 'Danger', 'This Way' or 'Burglar wants a good job, plenty of excitement and reasonable reward.'). Any Dwarf who beholds the mark comprehends the message instantly. Others may attempt a Hard Riddle Test to do so (for this reason, many such marks are protected with Spells of Secrecy). A Dwarf must know the *Spells of Prohibition and Exclusion* to learn this Spell.

Spells of Vanishing

An advanced application of *Spells of Secrecy*, this spell can only be used on a small object such as a musical instrument, message-scroll or knife. After spending a Point of Hope, the object cannot be perceived by others, even if the bearer is subject to a stringent search. At any time afterwards, the bearer may produce the item (which, to an observer, appears to pop into existence as if from nowhere). This Spell is not without weaknesses, as Thror learnt to his cost: for beings of great and terrible power are able to perceive that *something* is being hidden, and torture or fell sorcery may be employed to force the bearer to reveal it. A Dwarf must know the *Spells of Secrecy* to learn this Spell.

Crugbit the Crafty

Crugbit is a wily Orc Chieftain who holds sway over the Cracked Bone Caverns, having clawed her way to the top over many decades. Crugbit is well aware of the provincial nature of her domain, and her ambition is not yet sated. She has first set her sights on the northern range, and is debating whether to challenge Utgash directly or first join with him and then betray him later. Crugbit has also met with the Hound of Sauron known as Caunrist (see the section on Harlindon) several times, and the two are on relatively amicable terms.

Crugbit is a capable fighter in her own right, made all the more so by her ferociously loyal bodyguards (a group of five Orc Guards).

Stats for Crugbit may be found in the *Monsters of Western Eriador* section.

Important Locations

Mines of the Dwarves

The southern Blue Mountains contain multiple Dwarven mines, but the greatest is found towards the north of the range. Here the Dwarves have found iron and silver both, and here Farin of Nithi's Folk watches over his people. The Mine is a working settlement, not a large or elegant mansion, and the Dwarves who inhabit are more insular than their northern fellows, being unused to hosting travellers. Old wisdom is perhaps the greatest treasure which can be found here.

Shadehorn

The dark peak known as Shadehorn is shunned by the Dwarves, who credit it with an evil reputation. In ages past, it is said that a Dwarf sought to hide his accumulated treasure in a place none would expect. This Dwarf climbed the Shadehorn never to return, and all others who have sought the treasure over the years have likewise vanished. Perhaps a particularly nasty Stone Giant or Mountain Troll makes its home here… or perhaps something even more sinister.

Cracked Bone Caverns

The Cracked Bone Caverns are an expansive series of chalk and limestone caves which lie underneath several of the peaks of eastern spur, taking the form of a series of interconnected 'bubbles' surrounded by rings of stalactites and stalagmites, producing a structure reminiscent of the inside of a loaf of bread. Even without the resident orcs (who are largely of the smaller varieties, mainly Goblin Archers) the Caverns would not be a place where any would go lightly, for the pitch blackness conspires with the multitude of openings and possible paths to produce a night-unnavigable result. For their part, the goblins find the Caverns to be very much to their liking, as they see in the dark very well and can slip through openings that no Man could, allowing them to take much more direct routes to their destinations.

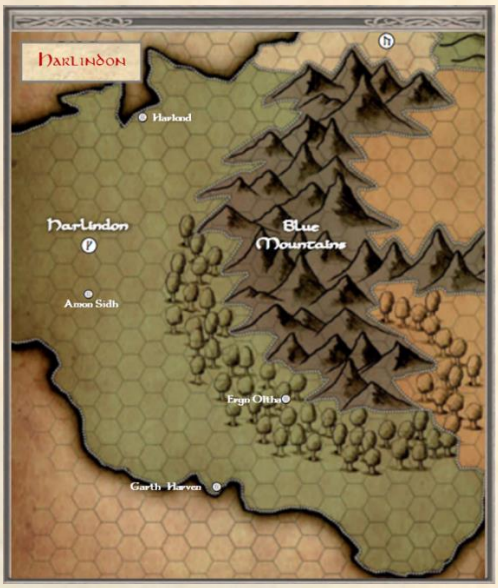
The Hidden Vault

The Lord Celeborn and Lady Galariel once lived in the lands to the west of these mountains, long ago. Some Elves whisper that that they carried something out of the west when it sunk beneath the waves: something very old and very dangerous, only to lock it away in a vault in the Blue Mountains. Some take the hearsay even further, calling this place a *prison*. The legends say that only way to know for sure what the vault holds is to go there for oneself: a difficult task, as only the wisest of the Wise are trusted with its location.

Harlindon

In Lindon south of the Lune dwelt for a time Celeborn, kinsman of Thingol; his wife was Galadriel, greatest of Elven women.

A wide and peaceful land of woods and streams, Harlindon is a remnant of Beleriand and remembers those days well. There is an ancient, primal feeling about the place, and travel here can be unsettling (if largely safe). There are few buildings here, standing or no, for the Elves hold Harlindon in special reverence.



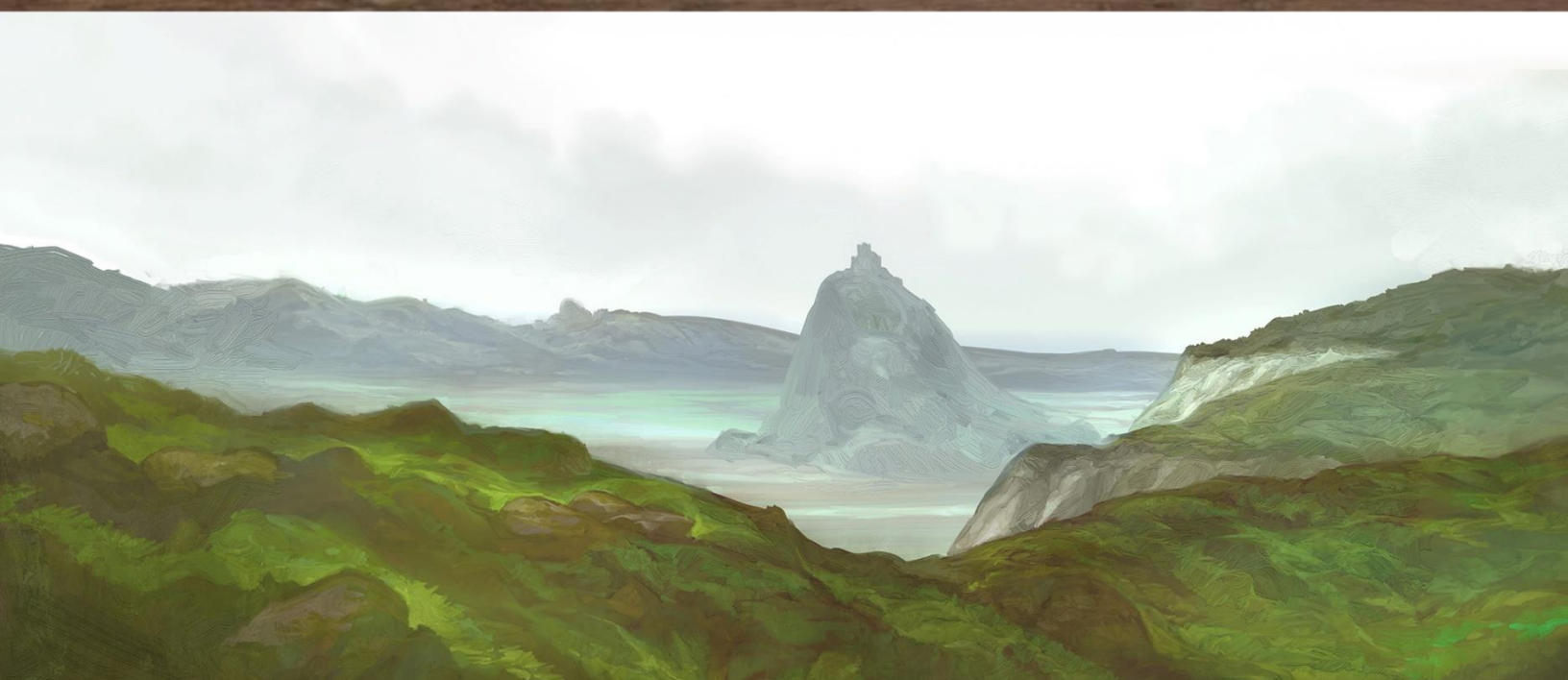
Wildlife

A bewilderingly wide range of animal and plant life can be found in Harlindon. A curious quality of many of the native creatures is that they are far quieter than their kin elsewhere: even the gulls which are endemic to the coast rarely cry out. The ground is carpeted with flowers of all kinds, and some of the trees have clearly been sourced from elsewhere (although great plantations of spruce used for shipbuilding efforts are clustered around Harlond). The slow guiding hand of the Elves is responsible for most of these curiosities.

Inhabitants

Harlindon is sparsely inhabited, although Elves are common in the North and some Dwarves can be found around the mountains. Evil things have slowly begun to creep into the south of the region, but have not yet gone far. Only a handful of Men have ever come here in all the ages of the world.

The former inhabitants of the region, the folk of Galadriel and Celeborn, left their mark here but have never returned.



Notable People

Caunrist, Hound of Sauron

Caunrist has travelled far indeed to reach Harlindon, for she hails from distant Mordor. One of the Dark Lord's more powerful Werewolves, Caunrist has been dispatched to scout out the situation in the Blue Mountains and the Havens, and has been given the authority to deal with what she finds as she sees fit. Caunrist has since unified the Wild Wolves inhabiting the Eryn Oltha, and has begun to examine the motives of the Orc warlords Utgash and Crugbit.

Stats for Caunrist may be found in the *Monsters of Western Eriador* section.

Dúathir, the Dark Messenger

On dark and moonless nights, Caunrist the Werewolf sometimes receives orders and instructions from her dark master, delivered by the Vampire Dúathir. Werewolves and Vampires have never been friends, and the two have been at each other's throats more than once. Dúathir watches patiently for a slip in Caunrist's loyalty, as he would gladly dispatch her if he could (and he fancies that he would surpass her in a real fight). His secret and deepest desire is that the Werewolf's duties will then fall to him to execute as he sees fit...

Dúathir is a Secret Shadow, possessing the *Driven* Enhancement for his *Bewilder* ability (see *Rivendell*). When he uses *Bewilder*, Dúathir appears as bright-eyed youth. He can maintain this form longer than most other Vampires, and might travel with a company for some time before they become aware of his true nature...

Important Locations

Harlond

The Haven of Harlindon bears a far sparser population than that of Mithlond, although its buildings occupy a wide area. The reason for this is that Harlond is the centre of the Havens' shipbuilding, taking advantage of the sheltered cove where the town is based. Ships in every stage of construction fill the waters, and there is never *quite* enough timber nor enough craftsfolk to go around. The various shipwrights often fall into quarrelling over limited resources, requiring the intercession of Círdan or one of his followers. The Lord of Mithlond himself comes here regularly, as shipbuilding is his true passion and none can surpass (or even match) him in his chosen art.

Amon Sidh

Crowned with a ring of trees, Amon Sidh is a quiet place which the Elves hold in reverence. Once a year in midwinter, a great procession sets out from the Havens bound for this hill (a journey that by rights should take almost two weeks, and yet which never seems to).
Here the Elves sing and tell tales of the glory and wonder of the west that was, and the Undying Lands that are. Attending such a wondrous event is a matter for a Year's End Fellowship Phase, and requires Círdan as a Patron. All who choose the *Heal Corruption* undertaking when spending a Fellowship Phase in one of the Havens under these conditions does not have to make a roll, and instead reduces their Shadow Score by the maximum number of points. Elves reducing their Shadow Score by marking a Common Skill similarly count the Skill Rating as being one higher when they do so.

Eryn Oltha

This peaceful forest was once the dwelling-place of the Celeborn, Galadriel and their followers. Even now, the wood remembers those days, and it is an especially wholesome (yet deeply sombre) place in which to wander and camp. Those who walk in the depths of these woods should beware, however, lest the rustling of the wind through branches conspire with the pervasive clouds of pollen to send the unwary into a deep sleep.
In the south and east this forest becomes more mundane but arguably more perilous, for what few wolves who inhabit Harlindon can be found here.

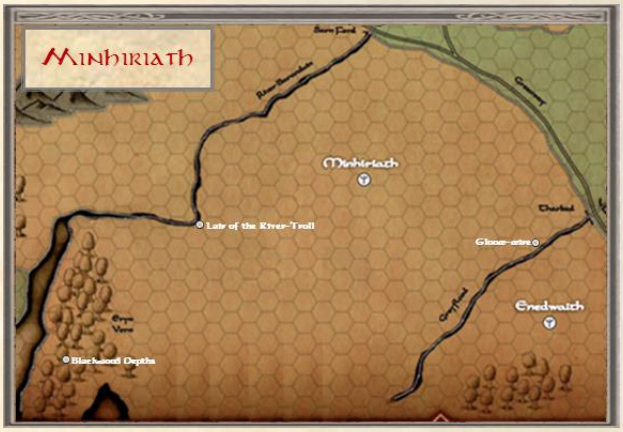
Garth Harven

A redoubtable fortress atop an islet just off the southern coast of Harlindon, Garth Harven was built by mariners of the south (who knew the place as Barad Cuen) following the fall of Arnor, when the friendship of Gondor and the Elves was briefly rekindled. For a time, great cogs and dromunds wended their way North from the Land of Stone, although very few Elves indeed ever made the opposite journey.
Today Garth Harven is abandoned and its gates sealed, although more than one Orc has spied it from afar and dreamt of claiming this mighty keep for themselves.

Minhiriath

The native people were fairly numerous and warlike, but they were forest-dwellers, scattered communities without central leadership. They were in awe of the Númenóreans, but they did not become hostile until the tree-felling became devastating.

Once, long ago, Minhiriath was blessed with vast stretches of woodland. Then came the Númenóreans, and since then much of the region has been bare, what few copses and little woods remain surrounded by scrubland. Minhiriath is known as The Land Between the Rivers, as it is bounded by the Bradywine to the north and the Greyflood to the south. The highest point of Minhiriath is the north-eastern arc traced by the Greenway, and from there the land slowly slopes downhill, trackless and wild, towards the sea.
Boats can physically travel up the Brandywine as far as Sarn Ford and beyond, although effectively no travellers ever make this journey in modern times.



Wildlife

Rabbit and hares are rather common in Minhiriath, who manage to eke out a living in the rough grassland, where they are joined by badgers and hunted by foxes. Boars, wolves and bears can all be found in the woods, although none are as common as they once were. On the banks of the rivers, wading birds, kingfishers and geese abound.
The trees of the region are chiefly pine,

although firs and other needle-bearing evergreens are common also.
Thickets of gorse bearing arrow-sharp thorns are common in the undergrowth of the Blackwood, known to the Elves and Rangers as Eryn Vorn.

Inhabitants

Minhiriath is not a populous region: indeed, much of the land between the rivers has felt no footfall since at least the days of Arnor, with what few travellers who pass through it staying on, or at least close to, the old road.
At certain points along the rivers and in the deeper patches of woodland, however, it is a different story: especially as one nears the coast, for a folk of secretive and nomadic hunters live in these parts, their only permanent settlements lying within the Blackwood. The only other people who regularly travel in Minhiriath are Rangers, who patrol the northern stretches of the region and maintain a refuge near to Sarn Ford.

The Huntsmen of Minhiriath

Players wishing to create a **Huntsman of Minhiriath** as a Player Hero may do so by using the rules for the Men of Dunland (see Horse-Lords of Rohan or the Adventurer's Companion), with the following exceptions:

For weapon skills, choose one of:
War Club ◊◊, Bow ◊, Wood-Axe ◊
OR
Axes (◊◊), Billhook ◊, Dagger ◊

Several of the above weapons are new to the game: see the *Adventuring in Western Eriador* chapter for further details.
For Common Skills, use the starting values of the Woodmen of Wilderland.

Huntsmen of Minhiriath may select from the following as Rewards:
Lucky Armour, *Shield of the First Men* (See Men of *Bree, Bree or Adventurer's Companion*), *Great Forest Axe*
Huntsmen of Minhiriath may select from the following as Virtues:
A Secret Folk, Ill Omen, Wild Onset, Art of Disappearing, Fair Shot

Notable People

Targon, Watcher of Sarn Ford

Taciturn and rugged, Targon (or Greywolf, as they call him in Bree) is the captain of the Rangers who watch over Sarn Ford. Most days his charge leaves him with little official business to carry out, as the few travellers who come up the Greenway tend to head north towards Bree once they leave the settlement of Road's End. The majority of the remainder (at least, those who aren't simply lost) are generally either traders heading for the pipe-weed plantations of the Southfarthing (which was once rather popular in Tharbad and is still sought by some of the Exiles) or else Dwarves taking a shortcut to their mines in the south of the Ered Luin.
On rare occasions, a real troublemaker attempts the crossing, and Targon and his followers make them wish they hadn't.

Attribute Level:	5
Distinctive Features:	Brusque, Serious, Sombre
Specialities:	Folk-Lore Appraising
Relevant Skills:	Insight ◊◊◊, Stealth ◊◊◊, Search ◊◊, Great Bow ◊◊◊
Endurance:	19

Haleth, Ranger of Bree-Land

Haleth is a young Ranger who patrols near to Bree-Land for most of the year (and indeed, she appears in the adventures in the *Bree* supplement as a supporting character), where she is known as Brook due to the speed and rhythm of her speech. Haleth's boundless energy often sees her carrying messages and orders to and from others of her far-flung people. Many of these assignments are given to her as and when they are needed, but some of her circuits are more regular. Every two months or so Haleth travels to Sarn Ford to collect Targon's report on the comings and goings of the region, to be delivered (along with the majority of the other reports she gathers) directly to Arbereth (see the Hills of Evendim section), and the two Ranges socialise discreetly whenever the acting Chieftain comes to Bree-Land. Ranger companions and those in their confidence will know that Haleth is in fact Arbereth's daughter (her father is Hallas, who captains the watch over the Shire along with Haleth's older brother Halbarad – again see *Bree*).

Attribute Level:	4
Distinctive Features:	Lively, Intrepid, Carefree
Specialities:	Eriador-Lore, Trading
Relevant Skills:	Athletics ◊◊◊, Travel ◊◊◊, Long Sword ◊◊◊
Endurance:	18

Graine the Seer

Graine is self-proclaimed Seer who holds sway over the Men of the Blackwood Depths. Although she is careful to pay respect to the customs of the tribesmen, she was not born to them and is in fact a foreigner from further south. Since her arrival among them several years ago, Graine has impressed the Huntsmen with her knowledge and seeming displays of power, and swiftly turned them towards dark rites intended to claim mastery over the forest.

Should a company defeat Graine, they might find a token bearing the symbol of a white hand among her possessions, but are unlikely to be aware of its significance (if they are and think to challenge Saruman, their accusations are easily dispelled by the White Wizard, and none other of the wise will take their insinuations seriously).

Stats for Graine may be found in the Monsters of Western Eriador section.

Important Locations

Sarn Ford

A village once stood here in the days of Arnor, but it fell into ruin along with that kingdom. The Númenóreans of Cardolan, however, never entirely abandoned the area. Most travelers crossing through the toppled buildings and across the rocky ford would have no reason to expect that their every movement and word is being closely monitored by the Ranger guardians, who maintain a sanctuary in the

hidden cellar of one of the more sturdy buildings.

Eryn Vorn and the Blackwood Depths

A vast pine-forest, Eryn Vorn is home to the bulk of the scattered, nomadic tribes of the region. At the northern eaves and around the coasts, the wood is wholesome enough, but grows swiftly darker and more perilous towards its core. In the shadowed heart of the wood, an evil tree worshiped by Graine and her followers begins to stir into life... Stats for this Huorn, Grandfather Pine, may be found in the Monsters of Western Eriador section.

Lair of the River-Troll

At a bend in the River Brandywine, the river runs shallow over a rocky ford. Boaters are forced to carry their vessels around the ford on the shore, and many fish are slow to cross the shallows. Both fish and traveler should be wary of lingering here too long, as a Troll makes his home inside the southern bank. At night the Troll sits on the ford itself, jabbing into the water periodically to spear a fish. During the day the creature sleeps, unless the sound of boat-men should awaken him...

Stats for the River-Troll may be found in the *Monsters of Western Eriador* section. The Troll's loot counts as a Hoard consisting of scavenged riches from traders, worth 100**. Note: While the River-Troll has been presented as a single character, others of his kind certainly exist, and may make their homes as far away as the Trollshaws or even Wilderland.

Gloom-Mire

A village once sat downriver from Tharbad, little more than a collection of roughly-built houses and a graveyard. Both village and cemetery were inundated by the great flood, and many villagers drowned. Now a pall lies over the area, and it is given an extremely wide berth by the few who still live nearby, for it is said that when the Moon is full the dead of the marsh stir in their repose.

Heroes from Enedwaith

Those wishing to create a Player Hero hailing from the coastal tribes may do so by using the rules for the Men of Dunland (See *Horse Lords of Rohan* or *Adventurer's Companion*). All **Fisher-Folk of the Enedwaith** may select the *Fishing* specialty, use the starting Common Skill values of the Wild Hobbits of the Anduin Vales, and may choose a *Barbed Fishing Spear* (See Wild Hobbits of the Anduin Vales, *Adventurer's Companion*) as a Reward (replacing *Heart-seeker*).

Exiles of Tharbad are created using the rules for Men Of Bree (*Bree* or *Adventurer's Companion*), although they possess the Cultural Blessing of *Shadow Sight* (See Wild Hobbits of the Anduin Vales, *Adventurer's Companion*), use the starting Common Skills of the Men of the Lake, and their list of available Rewards and Virtues is modified, replacing some Bree-Lander options with those available to Dunlendings, as follows:

For Rewards: *Shield of the First Men*, *Heart-seeker*, *Spiral Armour*.

For Virtues: *Desperate Courage*, *Friendly and Inquisitive*, *Ill Omen*, *A Secret Folk*.

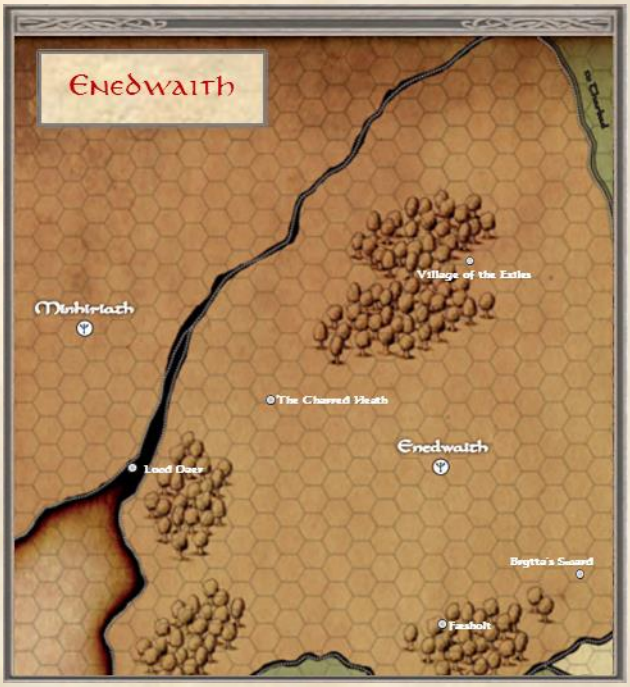
Enedwaith

Now he divided his company into four pairs, and they rode separately, but he himself went ahead with the swiftest pair. Thus they passed west out of Rohan, and explored the desolation of Enedwaith, and came at last to Tharbad.

Like Minhiriath to the north, Enedwaith was at one time heavily forested until seafarers from Westernesse felled timber here extensively. Since then, Enedwaith has had a long history of being largely ignored by the kingdoms of Gondor and Arnor, especially as one goes further from the road. Travelling through these lands is not excessively difficult, although the sparsity of solid ground and civilisation along with the frequent heavy rains might leave a traveller tired and tetchy.

The river Greyflood marks the region's northern border, and for much of its span it is easily navigable by boats.

Hills are rare, and what higher ground there is tends to be rather more wooded than the rest of the wilderness. The coast consists of rocky cliffs overlooking pebbled beaches, although the cliffs lessen in height nearer to the Greyflood.



Wildlife

Enedwaith is a large and varied land, which mostly consists of mires and marshes populated by little more than buzzing insects and croaking frogs. However, large stretches of misty moorland may be found on higher ground, as can woods both small and large. The coast of the region is home to many gulls and pelicans, while crows favour the lands further inward. Other common animals include rabbits, otters and deer. Wolves are present too, although in rather smaller numbers.
They Greyflood is home to kingfishers, moorhens and herons, as well as fish of all sizes including pike and trout.

Inhabitants

Enedwaith has long been a land of three folks, all of which are closely kinned. The east and south of the region is claimed by those of the Dunlendings who find Enedwaith's wild heaths and fens preferable to the rugged hills of their namesake homeland, while the coast and the river Greyflood are home to a great number of Fisher-folk. The third group lived in Tharbad before its abandonment, and are superficially similar to the Men of Bree.
Some of the Exiles of Tharbad have now settled further south, while others have drifted north and merged with the communities of Road's End (see *Ruins of the North*) and Bree-Land.

Notable People

Osair of the Sea

In his younger days, Osair was a great mariner who travelled beyond the sheltered firth of the Greyflood and into wilder waters where larger (and stranger) fish could be found. He says little of those days himself, but others of his community speak in hushed tones about the sea monsters his crew reputedly fought, and the ghostly ship they are said to have encountered. For his own part, Osair rejects these tales and says they are the result of fanciful minds and too much ale.
Increasingly, however, Osair may be found staring out into the sea at dawn from his home in Lond Daer. Perhaps there is more truth to the tales than he wishes to be known, and perhaps he will soon be in need of a new crew to help tie up some unfinished business. Or perhaps he simply misses being upon the sea. Perhaps.

Attribute Level:	3
Distinctive Features:	Secretive, Hard-Eyed, Sombre
Specialities:	Boating, Fishing
Relevant Skills:	Spear ◊◊◊, Travel ◊◊◊
Endurance:	17

Cleona the Wise

Cleona is an Exile of Tharbad, and is just old enough to possess memories of the town as it was before its sinking. She lives apart from the other Exiles in the forest which surrounds their Village on three sides. A noted healer famous for dozens of miles around, Cleona is often visited by other exiles who wish to employ her services. Cleona asks for no payment, but accepts gifts when offered. Recently, Cleona has taken an apprentice in the form of Alisa, a young girl of the Fisher-Folk whose father Cleona saved from a life-threatening injury.

Attribute Level:	3
Distinctive Features:	Astute, Reliable, Benevolent
Specialities:	Herb-Lore, Leechcraft
Relevant Skills:	Healing ◊◊◊◊, Inspire ◊◊
Endurance:	14

Conchobar of Dunland

Conchobar is an outlaw and kin-slayer who commands the largest group of ne'er-do-wells who infest the forest of Fæsholt. A sacker and border-reaver, Conchobar troubles the West-March and Enedwaith alike.
Stats for Conchobar may be found in the *Monsters of Western Eriador* section.

Important Locations

Lond Daer

An ancient port and haven of the men of Westernesse, the ruins of Lond Daer have long since been claimed by the Fisher-folk, who repaired it after a fashion by shoring up the fallen stone walls with wood and daub (the Fisher-folk generally have little skill for Stone-craft). The Fisher-folk live in small family groups in low huts, taking to the river or sea in order to ply their trade. The largest roundhouse of Lond Daer contains the household of the chieftain, a wary and ostentatious man named Truis. As there is much that the Fisher-folk value but cannot make themselves, Truis and the rest are ever eager to trade with strangers, provided that a trusted local (such as Osair of the Sea) vouches for them.

Fæsholt

Once, this wood was rather larger and ran along much of the Isen. In those days it was as notable a natural border as the river itself, and indeed its name still means 'Border Wood'. For centuries the forest of birch, pine and beech has been infamous in the Mark as a home for outlaws and raiders. Were it not for the dishonourable warriors inhabiting it, travel in the Fæsholt would be relatively pleasant, as it is a wholesome place boasting an abundance of edible mushrooms and little isolated groves of nut-trees. The outlaws keep well-defended and carefully hidden camps in the wood.

Village of the Exiles

Many of those who were displaced when the town of Tharbad became a fetid mire relocated south, next to the largest forest of the region. Their new village is built atop the ruins of a previous settlement, the builders of which are unknown. Neither Forest nor Village bears any other name among the Exiles, and the folk there have little contact with other settlements. The Village was constructed after the fashion of Tharbad, and contains a grouping of well-built oak houses and outbuildings surrounded by a sturdy, gated wall. Outside the gate, fields of farmland stretch out for some miles.

The Charred Heath

Millennia ago, The Enemy burnt vast expanses of the western forests during his great war with the Elves. In most places the blazes were mundane (albeit still large and catastrophic), and nature swiftly reclaimed the cleared ground. In certain places, however, it is apparent that fell sorcery was employed to start the fires, and of these The Charred Heath is the largest. Amidst the blackened soil of a twenty mile expanse, nothing grows. This is a Blighted Place, and companies travelling over it see their Eye Awareness increased by one.

Brytta's Sward

Brytta King, ruler of Rohan, once fought a great battle with Orcs from the White Mountains and their Dunlending allies here (the Dunlendings tell this story differently, saying that the warriors were thralls captured in raids by the orcs and forced to fight. The truth likely lies somewhere between the two versions of the tale). The battle was a resounding victory for the Men of the Mark, but many brave warriors fell and are buried here in honour. Brytta himself suffered a painful wound from an orc-spear which slowly festered and lead to his death the next year. Like the other Kings of Rohan, he is buried near to Edoras.
The Sward has not been forgotten by the Rohirrim, and a trickle of Riders brave the dangers of travel through the Gap of Rohan throughout most of the year. These visits have slowed in recent times, due to the bandit infestation in the Fæsholt.

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Spectres of Amon Gwaren

The Spectres of Amon Gwaren are grim sprits of fallen soldiers. (General rules for undead may be found in *Rivendell*.)

Attribute Level	
3	
Endurance	Hate
26	6
Parry	Armour
5	3d
Skills	
Personality, 2	Survival, 1
Movement, 3	Custom, 2
Perception, 2	Vocation, 2
Special Abilities	
Ghost-Form	Thing of Terror
Strike Fear	Visions of Torment
Fell Speed	

Orcs of the Blue Mountains

The Orcs of the Blue Mountains are much like their eastern kin from the Misty Mountains, save that they reserve a special enmity for the Elves of Lindon. Orcs and Goblins from the Blue Mountains all possess the *Hatred (Elves)* ability.

Utgash the Scarred

Utgash is a Great Orc with the *Battle-Hardened* Enhancement and *Reckless Hate* ability (see *Rivendell*), along with a few additional abilities. He typically fights with his spear and great shield to capitalise on his already-prodigious Parry rating.
His *Fear of Water* ability functions identically to the *Fear of Fire* ability, but requires large amounts of water or a real threat of drowning to activate.

Attribute Level	
7	
Endurance	Hate
48	8
Parry	Armour
12+3 (Great Shield)	4d
Skills	
Personality, 3	Survival, 2
Movement, 2	Custom, 2
Perception, 3	Vocation, 3
Weapon Skills	
Heavy Scimitar (2h)	3
Broad-headed Spear	3
Orc-axe	2
Special Abilities	
Horrible Strength	Hideous Toughness
Commanding Voice	Great Size
Hatred (Elves)	Craven
Fear of Water	Reckless Hate

Crugbit the Crafty

Crugbit is an Orc Chieftain with the *Greater* and *Deadly* enhancements (see *Rivendell*). Her ensorcelled blade is clearly the craftsmanship of one learned in the arts of the Enemy: a pupil, perhaps, or even the work Dark Lord himself...

Attribute Level	
5	
Endurance	Hate
40	5
Parry	Armour
4+3 (Great Shield)	3d
Skills	
Personality, 3	Survival, 2
Movement, 3	Custom, 1
Perception, 2	Vocation, 2
Weapon Skills	
Long Sword (Deadly)	3
Bow of Horn	2
Special Abilities	
Hate Sunlight	Horrible Strength
Snake-like speed	Commanding Voice
Hatred (Elves)	

Wolves of Harlindon

The Wolves of Harlindon are largely Wild Wolves possessing no additional qualities. However, some among their Chieftains share Caunrist's *Dreadful Spells* ability, as detailed below.

Caunrist, Hound of Sauron

Caunrist is a fierce werewolf, who has long been in the service of Sauron. She possesses the *Greater* and *Skillful* Enhancements (see *Rivendell*) and the *Dreadful Spells* Ability.

Dreadful Spells of Caunrist

Howl of the Hunt:
Targets who fail the associated Corruption test find themselves bleeding from their injuries at an unnatural rate, adding an amount to their Fatigue rating equal to the Attribute Level of the triggering creature.

Attribute Level	
6	
Endurance	Hate
40	5
Parry	Armour
6	3d
Skills	
Personality, 3	Survival, 2
Movement, 3	Custom, 1
Perception, 3	Vocation, 3
Weapon Skills	
Bite	4
Rend	2
Special Abilities	
Strike Fear	Hideous Toughness
Savage Assault	Dreadful Spells

Huntsmen of Eryn Vorn

The Eryn Vorn Huntsmen are well at home in their forest. Functionally they are rather similar to the Wildmen of Mirkwood (see *Heart of the Wild*), with the changes presented below.

Attribute Level	
3	
Endurance	Hate
15	3
Parry	Armour
3	1d
Skills	
Personality, 2	Survival, 2
Movement, 3	Custom, 1
Perception, 2	Vocation, 1
Weapon Skills	
War Club	2
Bow	2
Special Abilities	
Snake-Like Speed	Thrall (Grandfather Pine)
Blackwood-Dweller	

Blackwood-dweller functions identically to *Mirkwood-dweller*.

Graine The Seer

A company might be surprised to discover that Graine is able to wield actual Sorcery, which she appears to channel through a sceptre of black stone (in truth, Graine doesn't need the sceptre at all, but likes the effect it supplies). Graine's sorcery is subtle, and is mixed with the formidable (if mundane) power of her voice. She possesses the *Words of Power and Terror* ability (see *Rivendell*)

Graine's knife delivers a weakening Poison that has the same effect as *Spider-poison* (see *The One Ring Roleplaying Game*).

Dreadful Spells of Graine the Seer
Word of Command: A target who fails the associated Corruption test falls to their knees and is held in place for a number of rounds equal to half the roll of a success die (rounding down), and cannot change their stance or act on their turn. A companion may cancel this effect at any time by spending Hope Points equal to the amount of rounds which remain.

Attribute Level	
5	
Endurance	Hate
14	8
Parry	Armour
4	1d
Skills	
Personality, 3	Survival, 1
Movement, 2	Custom, 2
Perception, 3	Vocation, 3
Weapon Skills	
Jagged Knife (Poison)	3
Bow	2
Special Abilities	
Commanding Voice	Dreadful Spells
Deadly Elusiveness	Words of Power and Terror

Grandfather Pine

Grandfather Pine is an ancient and wicked Huorn who has developed a taste for blood. The tree possesses the *Cruel Stroke* ability (see *Rivendell*), but is less limb-lithe than most Huorns (which is reflected in the creature's statistics).

Attribute Level	
6	
Endurance	Hate
75	8
Parry	Armour
2	5d
Skills	
Personality, 0	Survival, 0
Movement, 1	Custom, 0
Perception, 4	Vocation, 1
Weapon Skills	
Bough Lash	3
Crush	4
Special Abilities	
Fear of Fire	Great Size
Horrible Strength	Seize Victim
Wrapped in Shadow	No Quarter

River-Trolls

Closely related to Hill-Trolls, River-Trolls (as the name suggests) make their dens along riverbanks. Generally speaking they are rather lazy, and mainly survive on fishing (showing surprising cunning in their chosen art). Still, if a poorly defended boat or isolated traveller wander into their domain, a River-Troll will not hesitate to diversify their diet.
River-Trolls favour large spears, which they either fashion themselves or else loot from victims. River-Troll spears always feature wings, hooks or barbs designed to latch onto a victim and reel them in, from where the troll will crush them without mercy.

Attribute Level	
7	
Endurance	Hate
72	5
Parry	Armour
4	3d
Skills	
Personality, 3	Survival, 3
Movement, 1	Custom, 0
Perception, 2	Vocation, 2
Weapon Skills	
Great Spear	3
Crush	2
Special Abilities	
Great Size	Hideous Toughness
Strike Fear	Seize Victim

Reavers of the Fæsholt

The Reavers of the Fæsholt are Dunlendings (see *Horse-Lords of Rohan)*, except their Spear skill is replaced with Bow, and each carries a Shield (+2 to Parry Rating).

Attribute Level	
5	
Endurance	Hate
18	4
Parry	Armour
5+2	2d
Skills	
Personality, 2	Survival, 3
Movement, 3	Custom, 1
Perception, 2	Vocation, 2
Weapon Skills	
Axe	3
Bow	2
Special Abilities	
Craven	Hatred (Forgoil)
No Quarter	

Conchobar of Dunland

Conchobar is the undisputed leader of the Reavers, possessing the requisite mix of brutality and strategy to command such a band. His preferred weapon is a *Great Forest Axe* (see *Horse Lords of Rohan* or *The Adventurer's Companion*), allowing him to use his Great Axe along with a Shield.

Attribute Level	
6	
Endurance	Hate
24	6
Parry	Armour
6+2	3d
Skills	
Personality, 3	Survival, 3
Movement, 3	Custom, 2
Perception, 2	Vocation, 2
Weapon Skills	
Great Axe	3
Bow	2
Special Abilities	
Commanding Voice	Hatred (Forgoil)
No Quarter	Horrible Strength

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New War Gear

Loremasters and Players alike may wish to introduce additional weapons and amour in order to increase the options available to Player-Heroes. Additionally, (and optionally), Loremasters may allow newly created characters to 'swap' one melee Weapon Skill for another, as long as the two Weapons in question have the same Encumbrance Rating (for example, a Hobbit of the Shire might start play wielding a Club, a Javelin or even a Throwing-Axe rather than a Short Sword).
In addition, all Hobbits of the Shire may select the (Clubs) Cultural Weapon Skill in the place of their Favored Weapon Skill.

Most of the additional weapons presented below fall into the existing categories of Swords, Spears, Bows and Axes, and (naturally) any Hero with the relevant Cultural Weapon Skill may freely acquire and use them. A new category is also presented (Clubs), and Mattocks are joined by other exotic weapons (bearing no category).
It is suggested that the Additional Called Shots (see *Adventurer's Companion*) of *Pummelling Attack* and *Savage Blow* are reserved for the Clubs Weapon Group, with the Spear Group gaining the *Swift Strokes* Called Shot. Thus, each weapon type bears two (mostly) unique Called Shot options.

It should be noted that many of the descriptions of the following weapons mention locations and cultures from outside Western Eriador, with Gondor being the most common.
In general, these descriptions are intended to give the new weapons a 'place' in Middle-Earth, and are not meant as a limitation on Players and Loremasters wishing to use them.

Arming Spear (Spears):
Somewhere between a Spear and Great Spear in length, an Arming Spear is generally used in both hands on foot, and as a lance when mounted. An Arming Spear may not be thrown. Neither Dwarves not Hobbits can use this weapon.

Damage	Edge	Injury	Encumbrance
5 (1h)/7(2h)	9	16	3

Billhook:
A curved agricultural tool mounted on a pole (generally shorter than that of a spear), Billhooks are rarely seen in modern times outside of Gondor's peasant levies. A Billhook wielder may use the Called Shots of the Sword Weapon Group. Dwarves cannot use this weapon.

Damage	Edge	Injury	Encumbrance
8 (2h)	9	16	3

Club (Clubs):
A very simple weapon to make and use, clubs are employed by most cultures of Men and take a variety of forms. Some are exquisitely shaped or carved, while others (such as those used by the Bounders of the Shire) are little more than sturdy sticks.

Damage	Edge	Injury	Encumbrance
7 (1h)	P	14	1

Crossbow:
Simple crossbows are a common hunting tool among 'wilder' peoples, but these larger and more complex varieties are rare in the West outside of the collections of rich merchants in Esgaroth. A Crossbow wielder may use the Called Shots of the Bows Weapon Group. Hobbits cannot use this weapon.

Damage	Edge	Injury	Encumbrance
8 (2h)	9	16	3

Cudgel:
Shorter than a Club, this weapon generally represents blunt tools which can be used as weapons in a pinch. Anything from a blacksmith's hammer to a frying pan might be used as a Cudgel.

Damage	Edge	Injury	Encumbrance
5 (1h)	ᚠ&ᚳ	12	0

Fishing Spear:
Small-hafted hunting tools, Fishing Spears are poorly balanced and are thus unsuitable for throwing. These spears are growing rare, as many cultures increasingly favour nets or rods.

Damage	Edge	Injury	Encumbrance
3 (1h)	10	10	0

Glaive:
Designed as a 'nobler' and more elegant refinement of the Billhook, Glaives are used by some among Gondor's rural nobility. A Glaive wielder may employ the Called Shots of the Spears Weapon Group. Neither Hobbits nor Dwarves can use this weapon.

Damage	Edge	Injury	Encumbrance
8 (2h)	8	14	3

Great Sword (Swords):
Prodigiously large and aggressive weapons held in great esteem by more 'savage' cultures, these blades are exceedingly rare everywhere. Neither Hobbits nor Dwarves can use this weapon.

Damage	Edge	Injury	Encumbrance
9 (2h)	10	18	4

Javelin (Spears):
Smaller spears designed with throwing in mind, Javelins are common among the tribes of Minhiriath, Enedwaith and Dunland (to name a few). Javelins can either be thrown or used in melee combat.

Damage	Edge	Injury	Encumbrance
5 (1h)	9	12	1

Long Bow (Bows):
Sized somewhere between a Bow and a Great Bow, Long Bows are common in the South, especially Gondor. Neither Hobbits nor Dwarves can use this weapon.

Damage	Edge	Injury	Encumbrance
5 (2h)	10	16	2

Mace (Clubs):
Essentially a Club bearing a head of iron or steel, Maces are uncommon apart from in Gondor, where they are seen as a worthy weapon (albeit bearing less prestige than a sword).

Damage	Edge	Injury	Encumbrance
7 (1h)	ᚠ	16	2

Maul (Clubs):
Maces of great length and size, Mauls are a rare weapon requiring mighty strength to use effectively. Hobbits cannot use this weapon.

Damage	Edge	Injury	Encumbrance
11 (2h)	ᚠ	18	4

Quarterstaff:
Simple staves sometimes capped in metal, folk such as the Beornings and Woodmen employ Quarterstaffs during ritual combat and contests of skill. A Quarterstaff wielder may employ the Called Shots of the Clubs Weapon Group. Neither Hobbits nor Dwarves can use this weapon.

Damage	Edge	Injury	Encumbrance
10 (2h)	10	16	3

Sling:
A strip of cloth or leather used to fling stones, slings can be employed as a ranged weapon or as a bludgeon in melee.

Damage	Edge	Injury	Encumbrance
3 (1h)	ᚠ	10	0

Throwing-Axe (Axes):
Axes specifically designed for throwing are not commonly encountered, but are used by some in Wilderland. Axes of this variety may still be employed in melee.

Damage	Edge	Injury	Encumbrance
5 (1h)	ᚠ	16	1

War Bow (Bows):
Bows of prodigious size and power (even more so in both cases than that of a Great Bow), War Bows are practically unknown outside of Gondor, where they are employed by the levied peasantry who form the backbone of that kingdom's armies. Neither Hobbits nor Dwarves can use this weapon.

Damage	Edge	Injury	Encumbrance
9 (2h)	10	18	4

War Club (Clubs):
Larger Clubs or Maces are sometimes borne as a mark of rank or nobility, either by mighty warriors or civic officials (such as the First Shirrif of the Shire). The legendary weapon of Brandobas 'Bullroarer' Took (displayed in the home of the North-Tooks) is of this variety.

Damage	Edge	Injury	Encumbrance
7 (1h)/ 9 (2h)	ᚠ	16	3

Wood-Axe
Ubiquitous among all who know the secret of fire, Wood-Axes are found in the travelling gear of every self-respecting adventuring company.

Damage	Edge	Injury	Encumbrance
3	ᚠ&ᚳ	14	0

New Weapon Ranges (Yards)

Weapon	Short Range	Medium Range	Long Range
Crossbow	15 + Body	20 + Body	30 + Body
Javelin	10 + Body	20 + Body	25 + Body
Long Bow	15 + Body	25 + Body	35 + Body
Sling	20 + Body	30 + Body	40 + Body
Throwing-Axe	5 + Body	10 + Body	15 + Body
War Bow	30 + Body	40 + Body	50 + Body

Patrons and Titles

A handful of notable characters in Western Eriador make for good Patrons. While other options certainly exist (especially if the quirks of your game lead to a friendship developing between the company and an unlikely figure such as Truis of Lond Daer), the most suitable candidates are presented below, employing the expanded rules for Patrons presented in *The Adventurer's Companion*.

Círdan, Lord of the Havens

Reqirements: Wisdom 3, or Standing 1 (High Elves of Mithlond or Rivendell)
Resources: Standing, Information, Exceptional Resources

For such an unassuming and contemplative individual, Círdan is a wise, respected and noble being. Círdan will rarely ask a company to carry out a mission directly, but will be well pleased should they help Elves on the road or perform some other duty which keeps the Havens running as they should.
Círdan is well liked by many of the other Wise, and invoking his name is enough to open doors in other Elven lands, or even such places as Isengard (for the White Wizard is careful not to alienate his fellow White Council members). The Rangers, too, know of him and respect him.
The Elf-Lord has lived since before the Ages were numbered, and carries a great wealth of historical knowledge on a bewildering array of subjects. Given the Havens' place as a destination for Elves of all persuasions, if Elves anywhere have heard important news then Círdan is likely to hear of it eventually.
The Exception Resources of the Lord of the Havens are the great Grey Ships which sail from his shores (see *Journeys and Maps*), and Círdan would be glad to offer transport (and a crew) to any company which needs it.

Arbereth, Captain of the Grey Company

Requirements: Valour 4, or Standing 1 (Ranger of the North or Elf of Rivendell).
Resources: Direct Assistance, Sigil, Information

Arbereth is, for all intents and purposes, the effective leader of the Rangers of the North and a valuable ally. Missions for Arbereth will be those common to Rangers: difficult, thankless tasks carried out to protect folk who are unaware of the actions of the company and disdainful of their presence.
Companies employed by Arbereth might see themselves being offered assistance in the form of one or more Rangers (often Haleth) as guides or additional sword-hands, or else given sanctuary in one of the Rangers' refuges. In addition, the companions will each be granted a Star of the Dúnedain, presentable to other Rangers or any of the Wise (while this Sigil will grant them access to any refuges they happen to come across, a companion may only actively search for a sanctuary if they possess the *Star of the Dúnedain* Virtue). Finally, the Rangers boast a considerable information network throughout Eriador, which companions may call on if needed.

Sigrún, Lady of the Blue Mountains

Requirements: Valour or Wisdom 3, or Standing 1 (Any Dwarf)
Resources: Direct Assistance, Reward, Magical Boons

The ruler of the Blue Mountains is heavily preoccupied with the excavations at Nogrod, Belegost and the surrounding mountains, and missions for her might lead a company into exploring newly uncovered delves, or else contending with the mountains' Orc population.
Sigrún does not have an excess of warriors under her command, but the scholars, smiths and musicians of the Blue Mountains will be happy to render assistance to a company with Sigrún as its patron.
On occasion, the excavations turn up artefacts of exceptional lineage and potency, and Sigrún is known to place a valuable object in the hands of the worthy if she guesses it will be of help in a mission for her (for instance, providing a crystal that burns with an ethereal light inversely proportional to the current phase of the Moon unto a company which is about to venture into a Goblin-hole).
Companions who truly impress Sigrún will be presented with an ancient weapon or armour of Dwarvern make, bearing no more than one Enchanted Quality (see *Rivendell*). Rewards gained in this manner may be later supplemented with other (non-enchanted) Qualities as normal.

Titles

Companions may now select the *Receive Title* Undertaking at the locations presented in the table below, gaining all of the normal benefits for the Undertaking for the relevant culture. Note that a companion may also gain the *Elf-Friend* Title at Mithlond, in which case the guidance given in *The One Ring Roleplaying Game* applies equally.
To gain the *Receive Title* Undertaking from the Huntsmen of Minhiriath, a companion will naturally have had to break the hold of Graine and Grandfather Pine over the Blackwood.

Culture	Title	Settlement	Granted
Rangers	Esquire	Annuminas, The Angle, Rivendell	A personal refuge somewhere in former Arnor.
Fisher-folk	Skipper	Lond Daer	An elaborately decorated and sea-worthy fishing boat and a roundhouse in Lond Daer.
Huntsmen	Chief's Man	Blackwood	A cabin in the Blackwood.
Exiles	Burgher	Village of the Exiles	A tract of farmland outside The Village.
Dunlendings	Champion	Anywhere a suitably eminent chieftain may be found.	A moderately sized roundhouse and a place in the hall of the chieftain.
Lossoth	Honoured Guest	Icebay of Forochel	A snow-house in the Ice-Bay.